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Dragon

340 • FEBRUARY 2006

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Dragon

VOL. XXX NUMBER 9

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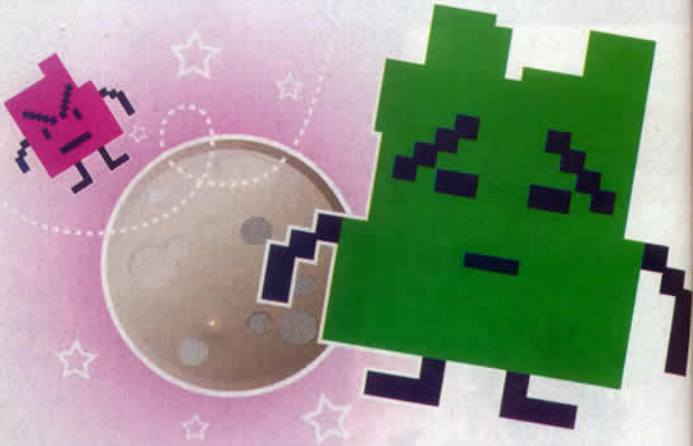
UDON's Eric Kim and Roberto Campus reveal a heavenly body.

FROM THE OERTH TO THE MOON



There's a scene in the great comedy *Amazon Women on the Moon* in which a band of 1950s astronauts commit what should be a brazen act of suicide by removing their helmets in the airless lunar atmosphere. "Just as I suspected!" one of them declares, "The moon has a breathable atmosphere similar to that of Earth!"

The joke, of course, is that 1950s science fiction movies didn't know many hard facts about space travel or the atmosphere on the moon. Early space opera fiction and the films it inspired are filled with helmetless lunar adventurers, giant moon lizards, and other fantastic things we now know to be absolutely impossible. The place is not made of green cheese. That huge face we call the Man in the Moon is really just a series of craters and shadows. Scientists still have much to discover about the nitty gritty of our lunar satellite, but their discoveries have robbed the place of some of its majesty.

The oft-overlooked science fiction genre known as planetary romance, examined in detail in the mini-game "Iron Lords of Jupiter" in DUNGEON #101, emerged around the same time as heroic sword and sorcery fantasy, and the two genres often shared authors like my favorite fantasist, Jack Vance. Briefly, in a planetary romance tale the alien setting is so important to the story that it is almost one of the primary characters. Classics of the genre include Vance's *Big Planet* and *Showboat World* novels, with the most widely read examples coming in the form of Edgar Rice Burroughs's John Carter of Mars or Carson of Venus stories.

Switching the locale of a D&D campaign from the standard setting to a mysterious world like the moon (or really any alien planet) tugs at the same literary heartstrings that make D&D resonate, and I've been looking for a chance to pull it off in a campaign almost as long as I've played the game.

D&D's publishers have tried to flex the planetary romance muscle since the very beginning. The classic adventure *Queen of the Demonweb Pits*, by the late AD&D cover artist David Sutherland III, offered a parade of multiple-mooned alternative Material Plane worlds attached to the demon queen Lolth's Abyssal layer, each with just enough creative spark to launch a tangential campaign arc. Frank Mentzer's *The Needle* involved unwitting fantasy adventurers exploring a high-tech setting and eventually transporting themselves to the moon, where they faced the dreaded moon roc (get it?). More recently, former DRAGON Editor-in-Chief Roger E. Moore's *The Return of the Eight* involved a moon-shot that tied in the archmage Tenser and the witch queen Iggwilv. In each of these cases, the moons presented fantastic, otherworldly settings for memorable adventures.

I've been waiting for a chance to make this work in my own campaigns for a long time. I've scribbled ideas in notebooks, cataloged appropriate monsters (moon dog, moonbeast, mooncalf, moonrat), and pulled together some ideas on how to get my players there. Do I used a magical vessel like those from the old SPELLJAMMER campaign setting? A crumbling stone gate from the era of the Elder Elves? A variant of the Zeta Beam that propels the comic character Adam Strange to the fantastic planet of Rann? Finally, when third edition's *Monster Manual II* introduced no fewer than three cool creatures with direct ties to the moon, I figured my hour was at hand. My players would at last get a chance to explore the uncharted lunar landscape, and I would bring a dose of planetary romance to my game.

Then, nearly all of my players became obsessed with the Cartoon Network's *Aqua Teen Hunger Force*, which features the brain-dead, incompetent pixel villains pictured above. "Oh yes, Err," my unimpressed players will say upon looking at their homeworld rising over the crest of a lunar crater. "Now we shall use our Quad Lasers to become Moon Masters." Thanks, Cartoon Network.

Looks like I'm back to waiting for the perfect moment.

ERIK

Erik Mona
Editor-in-Chief
erikm@paizo.com

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

BARBARIANS CAN'T READ

All right, Mona, that editorial you wrote at the beginning of DRAGON #337 tears it! I can understand why you would disrespect the Barbarian Brothers, and I agree that *Conan the Destroyer* is far from what should be considered a good fantasy movie, but saying that barbarian movies "belong squarely in the mid-80s" is a bold-faced lie! *Conan the Barbarian* was easily one of the best fantasy movies ever made, and the truth is that they could have done it better. They could have actually stuck to what Robert E. Howard originally wrote about Conan. And what do you have against *Kull the Conqueror*? Not only was it made well after the 80s were over, but as far as I'm concerned, the only thing wrong with that movie was the soundtrack.

Well, to prove you wrong, it looks like they're working on more *Conan*. It seems that Jeff Robinov and Chris Nolan (*Batman Begins*) have taken on the challenge of bringing everybody's favorite Cimmerian back to the big screen! This is welcome news to those of us who loved the first *Conan* movie and sunk a boatload of cash into a collection of *Conan the Barbarian* and *Savage Sword of Conan* comics. Speaking of which, Conan's exploits live again in new comics. Barbarian movies are not some relic from the past best forgotten; in fact, thanks to the success of *The Lord of the Rings*, we'll probably be seeing them reappear on the big screen in one form or another in the coming years, and I for one couldn't be happier.

You are wrong, Erik Mona, you are wrong!

Oh yeah, the D&D sequel film wasn't all bad. I plan to buy it as soon as I see it on the shelf.

Darrin Drader
Walla Walla, WA

The original Conan *movie is okay as far as mid-80s fantasy goes, but it's not a particularly good movie, nor is it a particularly faithful adaptation of Robert E. Howard's literary character, whom I quite like. And even the most ardent fan of the film must admit that at times it is very, very boring, even if it does provide a few lines that show up around gaming tables as often as quotes from Monty Python. That doesn't make it a great movie, and I will point out that before* The Lord of the Rings *came out, the phrase "easily one of the greatest fantasy movies ever made" is redundant, because any movie worth an ounce of spit fell into the same category, its closest competitors being universally awful. Take another look at beloved "D&D" movies like* Hawk the Slayer, Krull, *and even* The Highlander. *We were awfully starved for good fantasy movies back then, and all of us owe Peter Jackson a debt of gratitude for his reinvention of the genre. Between Ray Harryhausen and Peter Jackson is a cinematic wasteland, my friends.*

All of this is academic, since Darrin's screed is based upon a misread of my original editorial. Yes, I said that Barbarians *(starring the Barbarian Brothers) "belonged squarely in the mid-80s," but I also finished that sentence with "fantasy sub-genre of 'movies where the bad guy gets killed by a thrown sword.'"*

As I have not yet wasted my time watching the Kevin Sorbo version of Kull, *I'm afraid I can't say whether or not the*

MINIS OF THE MONTH

Next month sees the release of the new *War Drums Starter Set*. In each box, there are two miniatures you'll find every time: the Orc Mauler and the Wood Elf Ranger.

The Orc Mauler's attack bonus of +11, Armor Class of 18, and 55 hit points make him a deadly bruiser for the Chaotic Evil faction. On the Chaotic Good side, the Wood Elf Ranger also packs a lot of punch—specifically against lone orcs—with his pair of magic weapons, and dual Hunter and Orc Foe abilities!

We've designed these common minis specifically for use with our Quick Start Battle Rules. They match up well against each other, and one-on-one skirmishes are a great way to teach new players how to play in just a few minutes. *–Stephen Schubert, Developer, RPG/Minis R&D*

bad guy gets it in the chest from a hurled sword, but I suppose given the trailer and actors involved it is a real possibility.

IT'S BECAUSE WE'RE GREEDY

Backpacker magazine is $19.95 for 10 issues, while yours is nearly twice as much. You think you're working harder than a bunch of backpackers?

Anonymous
Via Email

Sure seems that way sometimes.

CRUNCHY FLUFF

By watching the developments made in DRAGON and by reading the updated submission guidelines for your magazine, I have noticed a trend that I am very happy with, and that is the movement toward more fluff content over pure rules. Your submission guidelines mention that prestige class articles should include all the background information on the affiliated organization, and further rules detail to develop it further—and this same approach is taken with all of your other articles as well, such as Spellcraft. I think it's great that such in-depth information is now being included in your general articles, because I have always been a champion of fluff, and really think that it is the detail that makes a campaign world real.

However, I have one suggestion. As a DM, one of my favorite things is to create that material myself, and though I often don't have time, which is when this background information is useful, sometimes I find the information given is restrictive to my own ideas. Now, I realize that I can easily ditch the given information in favor of my own, but sometimes the presented rules don't work without at least some of the background that is included. As such, my suggestion would be that in each such article, a small sidebar is included detailing various ways that the information can be incorporated into a campaign. Give some ideas as to how to alter certain aspects of the background to mold it to any campaign, or give basics on alternate background information to help DMs fit everything into their own campaign smoothly.

Forgive the slight rant, and keep up the great work!

Kudos to Erik Mona!

Lucas Johnson
Whitby, Ontario

THE WIZARDS THREE

Hello, my name is Dave Phillips, and I have a quick question I hope you can help me with. I used to play D&D all the time in my school years, not so much since then. I continue to read the novels, especially DRAGONLANCE and FORGOTTEN REALMS. I am a long time fan of Raistlin Majere, Dalamar, Elminster, Fistandantilus, (though not too much exists on the last, that I have come across anyhow) Gromph Baenre, Pharaun Mizzrym, Azalin, I could go on, but these are my favorites. Basically anything magic, or involving these wizards, I love. My question is, I remember an article my friend had in one of your publications, involving Elminster, Dalamar, and a third well-known wizard, though I can't recall who he or she was. Basically, at the time it was a who's who of the wizards of the "then" most popular campaign settings. It must have been the early 90s, but exactly what year or issue, or which magazine it was I don't know, as he was lucky enough to have subscriptions to both. If you can shed some light on this, I would be very grateful, as, surely, a meeting of these two wizards and whomever the third was would certainly be an amazing read. Whatever means necessary to acquire

KNOWLEDGE CHECK
Question: What famous starship captain moonlights as a lycanthrope?

CHAOS WASTELAND
http://chaos-wasteland.dyndns.org:6969/
RPG BIT-TORRENT TRACKER

d20 system
SCAN REQUESTS

DUNGEONS & DRAGONS

- Hellspike Prison
- Spell Compendium [Color]
- The Red Hand of Doom
- Tome of Magic
- Power of Faerûn

paizo

- Dragon Compendium, Vol. I
- Dungeon #126
- Dungeon #129-133
- The Shackled City Hardcover

DRAGONLANCE
SOVEREIGN PRESS

- War of the Lance
- Holy Orders of the Stars
- Legends of the Twins
- Spectre of Sorrows

- Testament

GREEN RONIN PUBLISHING

SWORD & SORCERY

- Advanced Player's Guide

these issues, or simply prints of the articles would be greatly appreciated as well. Thank you.

Dave "Nalfein" Phillips
Via Email

The third wizard was none other than the best of all, the inimitable Mordenkainen, he of the faithful hound, the sword, the disjunction! Mordenkainen! Founder of the Circle of Eight, champion of Maure Castle, and the inscrutable master of neutrality! Oh. I think my inner Greyhawk goober is showing. Yeesh. Sorry you had to see that.

The article in question was undoubtedly one of an ongoing series of meetings between three mages called "The Wizards Three," which ran in Dragon from 1992 to 1998. You can find Wizards Three installments in issues #185, 188, 196, 200, 211, 219, 238, 242, and 246. In case you can't track down those issues (many of them are still available at ***paizo.com****), don't despair, for the Wizards Three shall return in June for Dragon #344, our blockbuster oversized 30th Anniversary issue!*

ERROR IN NO. 337

Hey Erik!

I posted this on the Paizo boards, and someone wanted to know if there was any chance of it being mentioned in a more official location (like Scale Mail or the like), so I thought I'd pass it along.

In "Eternal Evil" the Lords of Dust article, I'd originally listed Sul Khatesh's DR as 40/+4, in keeping with the 3.0 stats for a rank 7 deity. My fault for not checking the SRD for the 3.5 update! In any case, the editor changed it to 40/magic, whereas if one holds to the roughly-divine-rank-7 level, it should actually be 20/epic.

So: I don't know if such things concern you, but if so, Sul Khatesh (and indeed, all overlords) should have DR 20/epic, not DR 40/magic.

Keith Baker
Via Email

Well, there you have it from the master of Eberron himself.

PSIONICS ON THE WAY

I just want to start by saying that I love your magazine. Ever since you reformatted it, there seems to be more that's simply worth reading. I prefer flavor over rules, and I loved the article on Boccob. Even though I'm not overly fond of Greyhawk, I couldn't stop reading. I hope to see some Forgotten Realms gods (especially Bane), but my main question is in regards to your Class Acts section. In a recent letter you responded by saying that the Class Acts format would change to fit with the "Complete" series of books. What I would like to know is will this include the occasional Class Act for psionic characters? I love 3.5 psionics. In fact, I prefer it to the standard magic system and I would like to see it supported in your magazine. Anyway, keep up the amazing work and I look forward to reading more well-written articles.

Dave Saunders
Nova Scotia, Canada

As you can see from this issue, the new format for Class Acts began last month. From here on out, we plan to run four Class Acts per month, each associated with one of the class groupings from Wizards of the Coast's "Complete" series. I wouldn't be at all surprised to see some psionics content (probably as an irregular "fifth Class Act") from time to time.

DISAPPEARING DIABOLUS

I don't remember which issue the diabolus was featured in. I've looked through the issue guide and still no help. Is it true that they will be featured in the Dragon *Compendium*?

Matthe Myers
Via Email

The diabolus appears in Dragon *#327 (the first one I edited!), and was adapted for third edition by our very own Mike McArtor. It indeed appears in the* Dragon Compendium, *along with the insectiod diopsids, the dual-natured dvati, the canine lupins, and the feline shapechangers known as tibbits.*

GOOD TIMES

I have greatly enjoyed your last few issues of Dragon. I read the October issue cover to cover, and found its complementing ideas to *Heroes of Horror* to be excellent for the current adventure I am running, and several I plan to write in the future. The November issue has been picked over for ideas, but I am trying to illustrate a large number of them into a single adventure that my players have already expressed interest in, the face paint magic especially. And while December's issue was equally useful, I really have to compliment the addition of *Order of the Stick* to the magazine. Humor is a big part of the game with me.

Thanks and continue the good work.

Josh Pelfrey
North Port, Florida

KNOWLEDGE CHECK ANSWER

Answer: *Battlestar Galactica's* Commander Adama, Edward James Olmos, contracts moon madness in the 1981 film, *Wolfen*.

STICK WITH THE ORDER

I'm a long-time reader, first-time writer, female gamer and I just wanted to say how excited I was to see *The Order of the Stick* included at the back of the magazine, and that it's going to be a regular occurrence. Excellent choice and keep up the great work!

Jennifer Rowe
Ontario, Canada

Rich Burlew is a genius, and his comic is hilarious. That's as good a path into a regular stint at Dragon *as any, and his cartoon is more than welcome in these pages! Like you guys, we love it!—Erik Mona*

NEW RELEASES

Take on a horde of hobgoblins and the spawn of Tiamat in the mega-adventure *The Red Hand of Doom!* Characters progress from levels 5 to 10 as they attempt to cripple an army of the Dragon Queen's minions and save the city of Brindol from ruin. The PCs even have the opportunity to take part in a battle of epic proportions where their actions influence the tide of war. Also, "director's cut" comments by designers James Jacobs and Rich Baker keep DMs on course, giving readers a behind-the-scenes look at the creation process. *The Red Hand of Doom* matches up with minis set #10, *War of the Dragon Queen*. –S.B.

The *d20 Future* universe expands further with *d20 Future Tech*, the companion volume to *d20 Cyberspace*. Play out the ultimate sci-fi and space opera battles you've always imagined, including otherworldly wars fought by devastating starships and titanic clashes between gigantic mecha. Explore a world were mechanical heroes gain special robotic feats and digital avatars move in virtual reality networks. With equipment for alien races and whole arsenals of futuristic weapons, designers Rodney Thompson and J.D. Wilker provide everything you need to wage your own sci-fi epic. –S.B.

It's a new year, and Paizo Publishing (**paizo.com**) is kicking off 2006 with a slew of new *Compleat Encounters*. January brings us *Terror in the Chamber of Pain*, featuring a demented torturer, his half-orc servant, and a wicked operating table, while February's *Grove of the Mad Druid* comes with its namesake, a compost elemental, and a standing stone of corruption. Finally, *Fane of the Black Adept*, March's release, includes a cultist, his fiendish servant, and the altar of blasphemy.

Each $15.95 package comes complete with three metal miniatures, full color map cards, and a brief adaptable adventure. –J.S.

NEXT MONTH IN DRAGON # 341

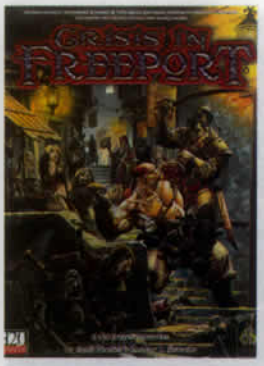
Demonomicon of Iggwilv: Baphomet
by James Jacobs
Turn the pages of Iggwilv's black tome and you might just find yourself lost in the mazes of Baphomet, demon prince of beasts and lord of all minotaurs.

Lesser Golems
by Campbell Pentney
Iron, clay, and stone just too strong? 6 new constructs, such as tin and paper, to challenge characters not yet ready for their greater cousins.

Forging Friends
by Kieran Turley
Familiars that click and tick, walk and tock. Construct familiars for D&D.

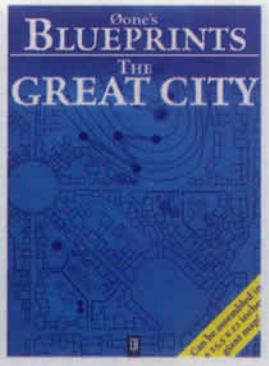
Warforged Components
by John Polojac
A host of new components to outfit and upgrade your warforged.

Plus!
The Ecology of the Inevitable, Spellcraft: Pact Magic, Class Acts, Sage Advice, Worm Food, and comics, including Order of the Stick.



RETURN TO FREEPORT

Are Death, Terror, and Madness not exciting enough for your characters? Then it's time for a crisis. The new *Crisis in Freeport* adventure is the latest in the popular Freeport line of adventures, featuring everything you've come to expect from Green Ronin, as well as many surprises. Sea Lord Drac is dead, but peace has evaded the city, and with no successor in sight, chaos has ensued. Will Freeport erupt into civil war, or will a new Sea Lord be found in time to return the city to glory? Find out at **greenronin.com**. *–M.L.F.*



OLD SCHOOL BLUES

Remember when adventures were modules and maps were printed in blue? Recapture the magic and get nostalgic with oone Games's *Blueprints*, a line of PDF fantasy maps that merge classic style with new technology—vector-based art that allows you to adjust the level of detail. Visit *The Great City*, the first in a series of seven files exploring the numerous wards of a gigantic urban environment. Or crash headlong into the colorful *Dungeon Under The Mountain*, a classic dungeon crawl of epic proportions. Learn more at **oonegames.com**. *–M.L.F.*

WARMACHINE GETS HUGE

He's one of the Iron Kingdom's greatest warcasters, the uncompromising lord of the battlefield—and now of your desk or mantel as well. New from Southern Island, LLC (**southernisland.com**), Commander Coleman Stryker is the first in a series of 6-inch-tall action figures based on Privateer Press's (**privateerpress.com**) Warmachine game. With full warcaster power armor and his signature blade Quicksilver, Stryker is guaranteed to strike fear into the rest of your action figure collection... at least until the next in this line of Warmachine figures is released. *–J.S.*

ALEA TOOLS

The magnet masters at Alea Tools have widened the rainbow, expanding their inventory of circular, minis-sized magnetic markers to eighteen vivid choices. Perfect in any game as tokens, counters, or bases for miniatures, each color can represent a different spell effect, battle status, or any number of other helpful distinctions. Alea has also released a miniature conversion kit, allowing you to magnetically meld markers to minis without metal bases. With new products and cheaper prices, check out Alea Tools at **aleatools.com**. *–S.B.*

ON THE WARPATH

Drums, drums in the deep... they are coming. This March, let the drums echo across your battlefield with *Wardrums*, the 9th set of *Dungeons & Dragons Miniatures* from Wizards of the Coast. Following in the thundering footsteps of *Underdark*, this set includes a number of epic creatures, with additional cards included for these mighty match-ups. This set includes the powerful War Troll, vicious Derro, and the dread-filled beats of the Orc Wardrummer. In addition, this set also includes some other miniatures that are sure to please, including the first siege weapon—the Arcane Ballista—and the mighty six-armed Aspect of Hextor. Tune in next month for more special coverage of this exciting miniatures set. *–J.B.*

Derro

Orc Wardrummer

War Troll

MASTER MAPPER

Turn your map-making up a notch with the latest in map creation software. *ViewingDale* brings the power of your computer's graphics card into the world of mapmaking, offering many of the same features you see in today's online games—real-time scaling, infinite detail, smooth panning and zooming, and seamless movement.

ViewingDale can also be used to link up users around the world for online play in the maps you create, with real-time updates and built-in chat features allowing you to run games from afar. Learn more at **viewingdale.com** –*M.L.F.*

CHEESE OUT

Whether your character is the biggest munchkin ever or a deep-immersion masterwork laden with undertones of subtle significance, you can now lay him to rest in the new RPG Coffin, from Cheese Weasel! Inter your PC for easy transport from the makers of the acclaimed Card Coffin. The RPG Coffin provides a booklet-style character sheet, foam miniature protection, a game-tracking calendar, and everything else you need to roleplay in a metal container small enough to fit in your pocket. With the included felt backing, it even doubles as a dice roller! Check it out at **cheeseweasel.net.** –*J.C.*

TAKE INITIATIVE

Does determining (or remembering) initiative take almost as much time as actually playing the combat round? If so, look no further than Initiative Boards from Ready and Waiting (**readyandwaiting.biz**). The simply designed Initiative Board is a dry/wet erase safe magnetic surface marked with the common d20 system initiatives—1 through 30—and magnetic placeholders to keep down on mess and fuss. The Deluxe Board also has ample room for add-ons, like a whole line of effects magnets that detail some on the most common effects in D&D. –*J.C.*

STRATEGIC MOBILITY

In the grim darkness of the 41st millennium, there is only war—and now you can take it with you wherever you go! Games Workshop's *Warhammer 40,000: Glory in Death* brings its technogothic glory to the Nokia N-Gage (**n-gage.com**), complete with Orks, Eldar, Space Marines, and Chaos Space Marines. Play multiplayer battles using N-Gage Arena and bluetooth wireless, or experience a compelling single-player experience.

If that's not enough strategy for your on-the-go lifestyle, you'll also want to check out the N-Gage version of Sid Meier's beloved classic, *Civilization*. –*J.C.*

DUNGEON THIS MONTH # 131

The Beasts of Aulbesmil

by Skip Williams

Trouble festers in the town of Aulbesmil, but the greatest threat lies behind the whiskers within. A D&D adventure for 3rd-level characters.

The Prince of Redhand

by Richard Pett

Prince Zeech, the ruler of Alhaster, is throwing a party, and one mysterious guest might hold the key to preventing the coming apocalypse. An Age of Worms Adventure Path scenario for 15th-level characters.

Backdrop: Alhaster

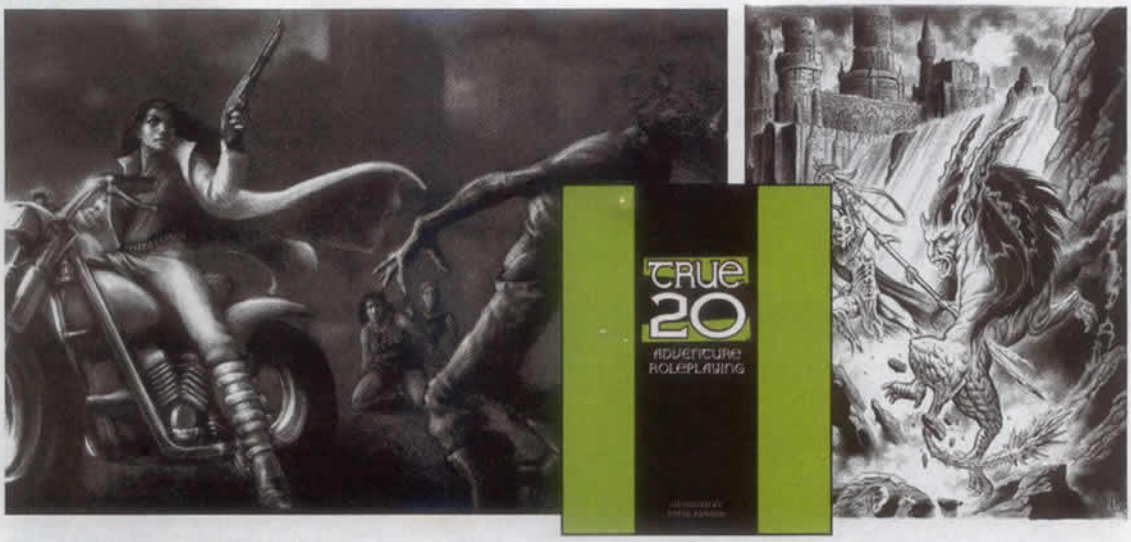
by Richard Pett

Tour the troubled streets of the only port in the Bandit Kingdoms—the sinister city of Alhaster.

The Hateful Legacy

by Greg A. Vaughan

At the end of the Hateful Wars, Lord Sandor and his army vanished while pursuing orcs and goblins into the mysterious Barrier Peaks. Discover what doom befell him and his legion. A D&D adventure for 12th-level characters.



TRUE20 ADVENTURE ROLEPLAYING: WORLDS OF ADVENTURE

In 2005, Green Ronin Publishing (**greenronin.com**) made a splash with *True20*: a simplified, easy-to-use iteration of the d20 System. When Green Ronin announced a print edition of *True20: Adventure Roleplaying*, they offered other publishers a chance to get in on the action by submitting settings to become the first official *True20* worlds of adventure. Green Ronin reviewed numerous contest entries and the choice was difficult, so a follow-up book, *True20: Worlds of Adventure*, will feature the best of the runners-up!

The winners of the True20 setting search are:

- **Caliphate Nights (Paradigm Concepts):** Adventure in the lands of mythic Arabia, filled with fantastic tales, sinister sorcerers, and cunning djinn. Caliphate Nights features options for framing stories and tales in the style of the Thousand and One Nights.
- **Lux Aeternum (BlackWyrm Games):** In the 23rd century, the Crucible is the collection of star systems where humanity's fate will be decided. They and other alien races sail the sea of stars like the privateers of ages past.
- **Mecha vs. Kaiju (Big Finger Games):** Mecha Assault Force, unite! The elite MAF uses psychic powers and giant fighting mecha to defend their homeland against the kaiju, giant monsters that are the spawn of science gone wrong.
- **Borrowed Time (Electric Mulch):** Time is a river, and some can scoop out its "waters" and save them. "Borrowed time" can change the course of history, and has. Now the temporal reservoirs are running dry, the Red Harvest looms, and we are all living on... borrowed time.

True20 Adventure Roleplaying debuts in February 2006, followed by the *True20 Bestiary* in April and *True20 Worlds of Adventure* in July. –*S.K.*

RPGA REPORT *by Stephen Radney-MacFarland*

This month we decided to let photos tell the tale of the fantastic gaming that occurred not too long ago at Gen Con So Cal. At the show last November the RPGA ran more than 200 sessions of events for the enjoyment of almost 500 dedicated gamers and fans.

Along with our standard LIVING GREYHAWK, MARK OF HEROES, and LIVING FORCE events, we also ran our first offering of *DUNGEONS & DRAGONS for Beginners*, an entry-level event tailor-made for newcomers to the D&D and roleplaying experience, as well as our first open play and tournament events for the newly-released *Three Dragon Ante*, an exciting card game for both you and your characters.

Young gamers play their first game of D&D, during our new D&D for Beginners event.

Paul Grasshoff and Robert Hatch battle it out in the D&D Miniatures Championship.

If you missed Gen Con So Cal, don't worry, it's not too late to join the fun February 23rd to the 26th in Arlington Virginia at this year's Winter Fantasy event.

 by James L. Sutter • art provided by Turbine, Inc.

Dungeons & Dragons Online

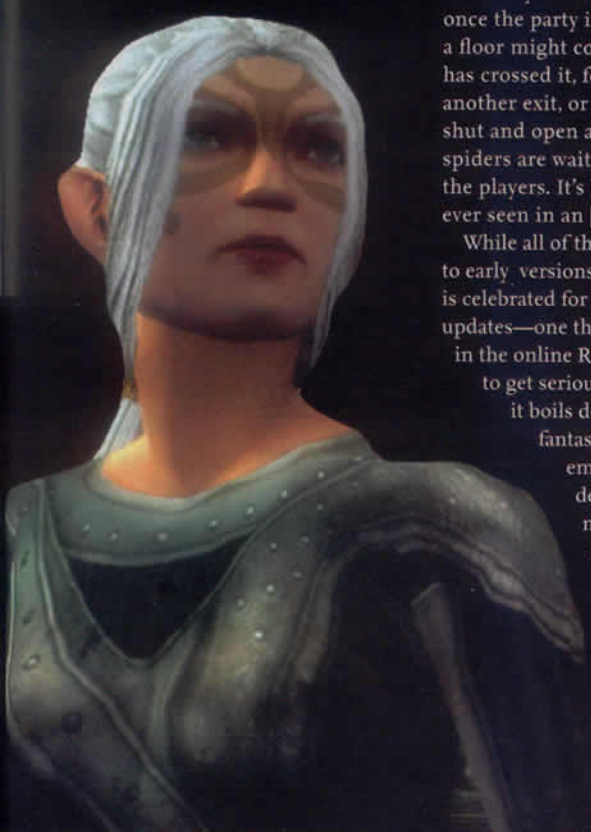
After more than a year of careful teasing from Turbine, Inc. (**turbine.com**), *Dungeons & Dragons Online: Stormreach* is scheduled to release this month. And according to Turbine—the company that brought you *Asheron's Call*—the world of online RPGs will never be the same again.

Set in the world of Eberron on the mysterious jungle continent of Xen'drik, *DDO: Stormreach* centers on the frontier town of Stormreach, a bustling hub where explorers gather to share stories and pirates are dangerously commonplace. While quests frequently take players into a wilderness filled with an assortment of monsters both new and familiar, much gameplay takes place in the city itself. As such, *Stormreach* is a conglomeration of different wards, each with unique and intricate architecture. From soaring towers and grand vistas to taverns like the Leaky Dinghy—which hovers magically above the port's waters—the urban sprawl of *Stormreach* is a setting new to a genre that prides itself on innovative new locales and vistas.

At its release, *DDO: Stormreach* promises many of the basic Dungeons & Dragons races, including warforged, as player character choices, along with all of the base classes except for druids and monks (which, along with prestige classes, are being considered for later content supplements). Before you ask: yes, the mechanics you love are all here. Wizards prepare spells and use sometimes-costly material components; barbarians rage; and rogues take a position of unprecedented importance with their ability to sneak attack, remove traps, and climb walls (adding a new, vertical element to combat). Throw in on-screen d20 rolls and DM text—for when you feel a breeze from the secret door and the like—and you're well on your way to recreating the around-the-tabletop D&D experience in a virtual forum.

It's to this end that developers have broken from traditional D&D structure and set the initial level cap at 10. "Because we're based very closely on the actual D&D rules, it's important that a level 8 character in our game be comparable to a level 8 character in the pen and paper game" says David Eckelberry, Senior Game Systems Designer for *DDO: Stormreach* at Turbine. "It takes a lot of playing to reach the higher levels, and the online version is no different." To help keep advancement steady, each level will be divided into 4 "ranks" that grant "action points" which can be spent to customize characters via improved skills, spell effects, and more. Perhaps even more radical than the level cap, however, is the gaining of experience: players in *DDO: Stormreach* will earn XP exclusively through quests and story advancement, eliminating "grinding" for experience by killing the same monster over and over.

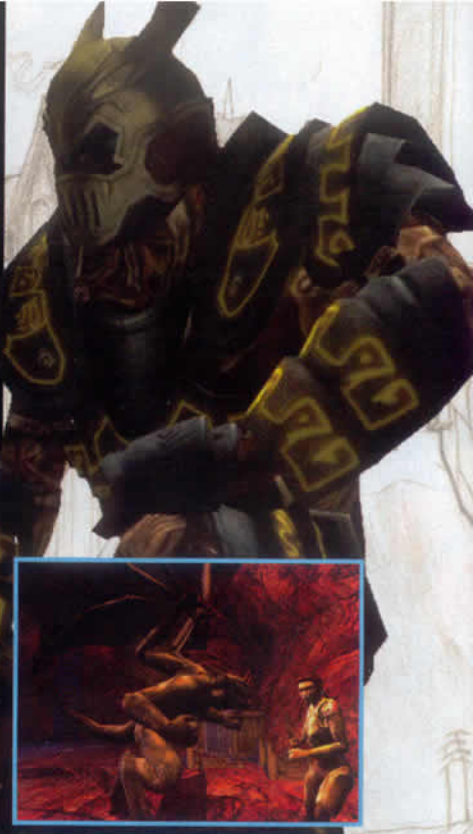
Yet while such an advancement system is novel to say the least, developers like Eckelberry believe that it's *DDO: Stormreach's* combat system that truly sets it apart from other RPGs.



"Most [online RPGs] are based on a similar combat system," Eckelberry points out. "While they let you click on enemies and select attacks, all the calculations are happening in the background. It's not combat—it's math. In *D&D Online*, every swing, every block, every tumble or dodge is controlled by the player in real time. If a player sees a giant raising his club and can get out of his reach in time, the giant will miss. It's not just a twitch mechanic—all of those abilities are driven by stats. That means that every battle is different, and even the lowliest kobold can slit your throat if you're not careful."

Of course, in *D&D Online*, even just walking around can be a challenge. "There are ladders to climb, ledges to dangle from, sealed doors beneath placid pools of water, and secret passageways to discover," says Eckelberry. "Since all adventures are instanced, we have the flexibility to alter the environment once the party is in it. For example, a floor might collapse after the party has crossed it, forcing them to find another exit, or a gate might slam shut and open a secret door where spiders are waiting in ambush for the players. It's like nothing you've ever seen in an [online RPG] before."

While all of this applies merely to early versions—and Turbine is celebrated for its free content updates—one thing is certain: things in the online RPG world are about to get seriously shaken up. "What it boils down to is that every fantasy-based [RPG] tries to emulate D&D to some degree," Eckelberry notes. "We've got the real thing. Having 30 years of game development under your hood makes a spectacular difference."



January
February

ASTROLOGY IN D&D

by Hal Maclean • illustrated by Jeff Carlisle

We watch the skies and dream.

The stars themselves form patterns before our eyes, constellations whispering the mysteries of the universe and destiny, if we but find the key to unlock their riddles.

Astrology, called by some the oldest science, by others the first folly, plays upon one of our deepest, most human needs: to understand the world around us. Born in the hearts and minds of ancient cultures, astrology makes a seemingly logical assumption. Just as the sun and the moon influence our world, shifting the seasons and the tides, so too must the dance of planets amid the fixed, constant stars affect the fate of empires and every human soul.

No matter how this idea stands up to the test of modern science it certainly seems plausible in a land of magic. A campaign world, where swords talk and cloud castles drift by overhead, seems like a natural home for astrology. This article presents an astrological system suitable for any campaign, complete with a fantasy zodiac and rules for casting horoscopes.

Students of astrology generally divide it into two branches. Natal astrology concerns itself with determining a person's overall destiny based upon the place and time of her birth. Horary astrology, on the other hand, concerns itself with finding the best and worst times to begin new undertakings based upon casting a person's horoscope. As such, where natal astrology determines if someone would make a good spouse, horary astrology decides the perfect day to hold the wedding.

Ancient astrologers divided celestial objects into two categories: stars, which remained fixed in place, and planets (Greek for "wanderer"), which moved about amid the stars. They classified the sun and moon as planets and gave each planet its own special domain of human behavior. What most people consider their "signs" (such as Libra or Capricorn) actually only indicate the position of the sun at the moment of their births.

When creating a person's horoscope, astrologers must not only factor in her sun sign but also how the position of every other planet influences it. For instance, even if your sun sign was Capricorn, emphasizing self-sufficiency and ambition, a moon sign (which affects how you act before you have time to think) such as Taurus, with its innate caution and stubborn devotion, could cause you to forgo important career opportunities and focus upon your family instead. The exact alignment of planets, and their interaction at that time, creates a nearly unique set of circumstances, only repeating approximately every 4.3 million years.

NEW FEATS

The following feats allow you to tap into the power of your astrological sign. You must choose the sign of your birth and take the Startouched feat at 1st level. Once chosen, your astrological sign cannot be changed.

STARTOUCHED [GENERAL]

Your destiny is intertwined with your astrological sign, giving you an innate talent for certain tasks.

Prerequisite: Born under the appropriate astrological sign.

Benefit: You gain a bonus on skill checks involving your optimal career.

Special: This feat also allows you to use and create star forged items of your astrological sign (see page 29). You may only take this feat at 1st level.

STARBORN [GENERAL]

The personality and temperament of your sign exerts an even greater influence upon your destiny, endowing you with spectacular luck when performing certain actions.

Prerequisite: Startouched.

Benefit: You gain a bonus whenever you perform the lucky action of your sign. Further, you may reroll a skill check involving your lucky action once per day. You must decide whether or not to use this ability before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

STARBLESSED [GENERAL]

Your connection with your sign reaches deep within the very fabric of your soul, giving you the protective powers of your birthstone.

Prerequisite: Starborn, Startouched.

Benefit: You benefit from your birthstone's special defensive properties whenever you carry a gemstone of the appropriate type worth 100 gp or more. You may also use the reroll ability of the Starborn feat one additional time each day.

Astrological Ages

The earth "wobbles" ever so slightly as it orbits the sun, similar to the way a top shifts its position as it spins. Imperceptible within a single human lifetime, this gradually changes the positions of the stars relative to viewers from the planetary surface. Called precession, it takes approximately 26,000 years for the earth to complete one cycle, called a Great Year.

This presents many problems for both astronomers and astrologers. Vega will supplant Polaris, the North Star, in 14,000 CE just as it edged out Alpha Draconis in 3,000 BCE. It also changes the relative position of the constellations such that our calendar, not based upon equinoxes and solstices, now no longer precisely conforms to the astrological calendar developed by the Babylonians thousands of years ago.

One of the most interesting results of this is that approximately every 2,000 years the constellation dominant at the moment of the Vernal Equinox (the traditional start of spring) changes. Astrologers believe that one of these shifts heralds the start of a new age. Shaped by the attitude and temperament of the dominant sign, the dawn of an age points to a time of crisis and change, leading to the emergence of new religions, empires and ways of seeing the world. Some astrologers believe the rise of Christianity hailed the start of the age of Pisces, and note the dawning of the Age of Aquarius in the coming years.

Setting a campaign on the threshold of a new age could create an excellent plot thread. A group of PCs, whether working to preserve the best parts of the receding era or to influence the direction of the next, could easily find themselves at the heart of a maelstrom. Battling rivals with conflicting agendas, minions of the established order, or even the emergence of new and terrible gods, a campaign set during one of these critical moments in history could prove quite memorable and exciting.

The Wheel of Stars

Astrologers believe that the particular constellation dominant at the time of a person's birth exerts an enormous amount of influence on both personality and destiny. While they believe the positions of the other planets modify this, they still hold the sun sign as the single most important factor in a person's life.

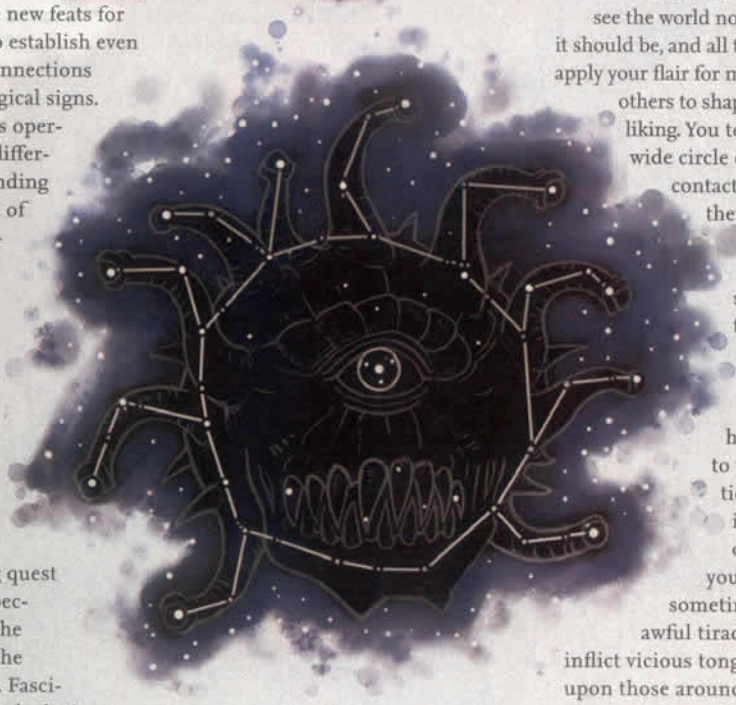
Each of the twelve constellations outlined here includes a brief

description of the traits and behaviors most common to people born under that sign. Like the zodiac of our world, it begins in the spring and, for simplicity's sake, assumes that each sign occupies one month. Using our calendar, the first sign (the beholder) would begin in the month of March and cycle through the entire year. In other worlds, such as Eberron, Oerth, or Faerûn it would begin in the months of Therendor, Readying, and Ches respectively. While some settings, such as EBERRRON, already possess constellations, the signs in this article can easily be added, representing a common zodiac.

The New Feats sidebar (see page 26) presents three new feats for those who wish to establish even more powerful connections with their astrological signs. Each of these feats operates in a slightly different manner depending upon the sign. All of the detailed abilities and bonuses require taking one or more of these feats in order to gain access to them.

Sign of the Beholder

Curious and aware, driven by a never-ending quest for novelty and spectacle, the sign of the beholder creates the ultimate observer. Fascinated by secrets and adroit at solving puzzles, you sometimes appear detached from both your surroundings and the feelings of others. You make a wonderful acquaintance, blessed with a font of interesting stories and amusing anecdotes, but your difficulty in fully trusting others means you seldom form more than a handful of deep, lasting friendships.



Optimal Career: A natural scribe and spy, endowed with a flair for recognizing patterns and making intuitive leaps, you gain a +2 bonus on Decipher Script checks.

Lucky Action: Eternally curious and aware of your surroundings, you gain a +2 bonus on Spot checks.

Birthstone: Agate, the stone of alertness and uncanny perception, gives you a +2 luck bonus on saving throws to resist illusion spells and effects.

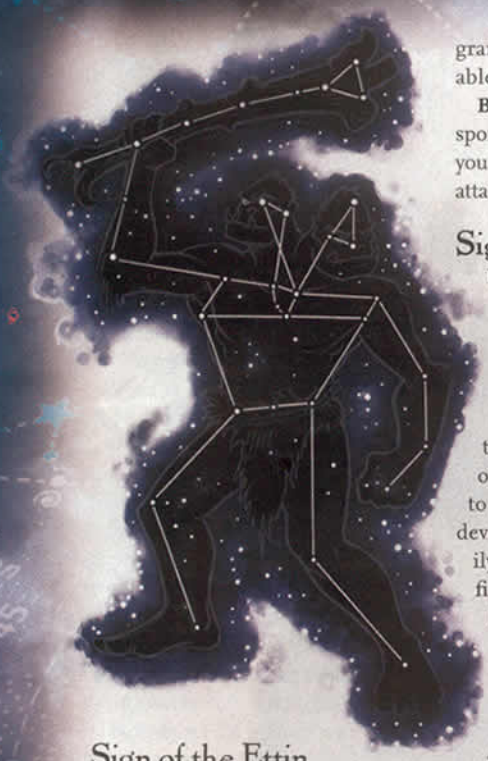
Sign of the Harpy

Charming and socially gifted, the sign of the harpy blends the art of politics with the talent of a born salesman. You see the world not as it is, but as it should be, and all too often you apply your flair for manipulating others to shape events to your liking. You tend to have a wide circle of friends and contacts, all certain they hold a special place in your heart, and since you crave the good opinion of others you usually work very hard to live up to their expectations. However, in moments of frustration your dark side sometimes emerges in awful tirades where you inflict vicious tongue-lashings upon those around you.

Optimal Career: Born with a voice to make the angels weep, you gain a +2 bonus on Perform (sing) and Perform (oratory) checks.

Lucky Action: The most glib and persuasive of all the signs, you gain a +2 bonus on Bluff checks.

Birthstone: Turquoise, the stone of air and weather, grants you a +1 luck bonus to Armor Class against ranged attacks.



Sign of the Ettin

Mercurial and changeable, those born under the sign of the ettin often seem at war with themselves. Capable of exceptional tenderness one moment and appalling cruelty the next, all too often your soul seems cut in twain. Dramatic, excitable, and passionate, no one experiences the joys and sorrows of life as deeply as you do. Your impulsive nature makes it easy to attract both friends and enemies. Whether giving your last crust of bread to a beggar on the street or facing down a tavern bully and his ten friends you often let your instincts—rather than logic—guide your actions.

Optimal Career: Your ability to act without conscious thought, turning impulse into deed, gives you the finesse of a stage magician. You gain a +2 bonus on Slight of Hand checks.

Lucky Action: Walking a mental tightrope your entire life, you somehow find little difficulty focusing on dangerous tasks, granting you a +2 bonus on Disable Device checks.

Birthstone: Opal, the stone of spontaneity and good fortune, grants you a +1 luck bonus to AC against attacks of opportunity.

Sign of the Dryad

Rooted in love with the quiet pleasures of home and friends, those born under the sign of the dryad blend extraordinary personal loyalty with a parochial indifference to the wider world. Keenly aware of the passage of time, you tend to shun great causes, preferring to devote your years to friends, family, and community. Others often find themselves baffled by your lack of curiosity, your pragmatic ability to come upon a door—or an opportunity—and refuse to open it, preferring not to gamble what you have for what you might gain. When you do have a personal stake, however, a need to defend a loved one or your home, you become like steel, the most implacable and determined enemy imaginable.

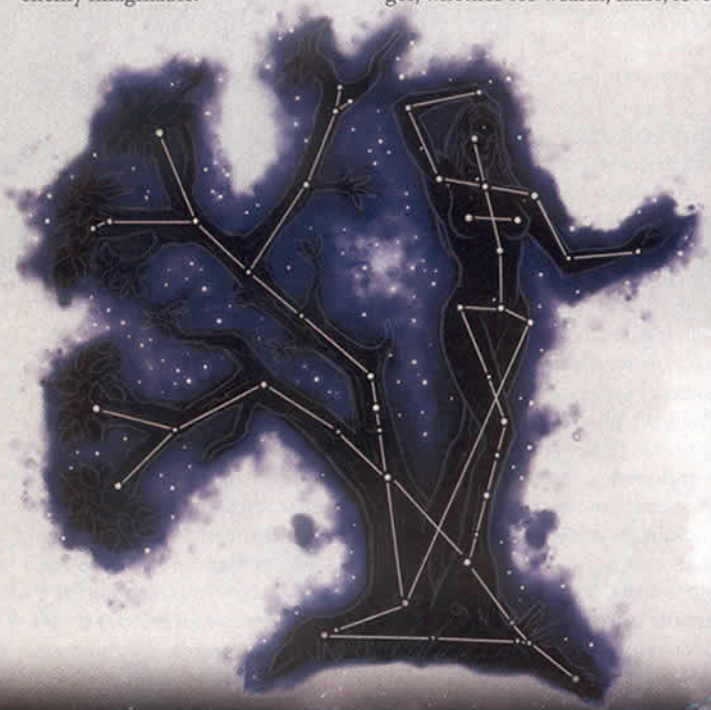
Optimal Career: A deep-rooted empathy combined with a friendly demeanor makes your presence calming to all sorts of wild beasts, granting you a +2 bonus on Handle Animal checks.

Lucky Action: The most nurturing of all the signs, you possess a natural talent for ministering to the aches and pain of others, giving you a +2 bonus on Heal checks.

Birthstone: Pearl, the stone of security and friendship, grants you a +1 luck bonus to AC whenever an ally occupies an adjacent square.

Sign of the Stirge

Focused and dedicated, whether to causes, loved ones, or their own indulgences, those born under the sign of the stirge feel an emptiness inside, one which they desperately need to fill. Some part of your life takes priority over everything else and you chase it with an almost predatory intensity. Hero, villain, sinner, saint—you scoff at such labels, pursuing your goal with a ruthless determination and attention to detail. This hunger, whether for wealth, fame, love,



revenge, new experiences, good food, knowledge, or anything else under the sun, drags you out of bed in the morning and pushes you forward until your eyelids begin to droop each night.

Optimal Career: Your attention to even the slightest minutia, to the arts of measurement and observation, makes you a naturally skilled scientist. You gain a +2 bonus on Craft (alchemy) checks.

Lucky Action: Possessing a focus and intensity that startles many others, you gain a +2 bonus on Concentration checks.

Birthstone: Emerald, the stone of mental clarity and self-knowledge, offers you a +2 luck bonus on Will saves against enchantment spells and effects.

Sign of the Wyvern

Wanderers and risk takers, the sign of the wyvern creates the ultimate free spirit. Your life is a never ending quest for novelty and fresh experiences. You shun routine and commitment. Planning for the future and thinking in the long term mingles boredom with dread. You prefer to gamble everything on a single lucky

STAR FORGED ITEMS

Whenever a person with the Startouched feat creates a magic item she has the option of keying some or all of the item's magical properties so they only operate when used by someone of her particular star sign. For instance, a +3 *keen star forged longsword* might only function as a +1 *longsword* for anyone born under another star sign. This not only gives DMs a simple way of temporarily limiting the powers of potentially unbalancing items but also presents interesting options for dungeon design. Dungeon features such as secret doors, elevators, talking statues, traps, or guardian constructs, could become star forged, giving significant advantages to a character (or villain) born under the right sign. This does not increase the cost.

Dagger of Stones: With a needlelike blade, this fencing dagger seems perfectly crafted to slip through cracks in armor. More practical than elegant, the gem adorning its pommel appears almost garish and out of place. Merely a +1 *dagger* to most people, in the hands of someone born under the star sign corresponding to its gemstone it becomes a +3 *defending dagger*. In addition, as long as the dagger is held, it grants the protective benefit of her birthstone to the wielder, even if she does not have the Starblessed feat.

Strong Abjuration; CL 12, Craft Magic Arms and Armor, Starblessed; *shield* or *shield of faith, globe of invulnerability*; Price 52,302 gp; Weight 1 lb.

FULL FRONTAL NERDITY
by Aaron Williams
GUYS, DO YOU REMEMBER SHAWN? HE GAMED WITH US FOR A WHILE?
YOU MEAN THE GUY WHO MOVED TO ALASKA? YEAH. WHY?
BECAUSE HE'S BACK... SORT OF! I BOUGHT THIS WIRELESS WEBCAM WITH MICROPHONE AND MINI-SPEAKERS SO HE CAN COMMUNICATE WITH US. IT'LL BE JUST LIKE HE'S AT THE TABLE AGAIN!
http://www.nodwick.com
HI...
...THERE...
I NEVER THOUGHT OUR GAME WOULD BE AFFECTED BY SYSTEM LAG.
...GUYS...
THE ELECTRONS ARE PROBABLY JUST STOPPING TO THAW OUT AT THE CANADIAN BORDER.

shot, whether in battle or life. To risk all is to gain all.

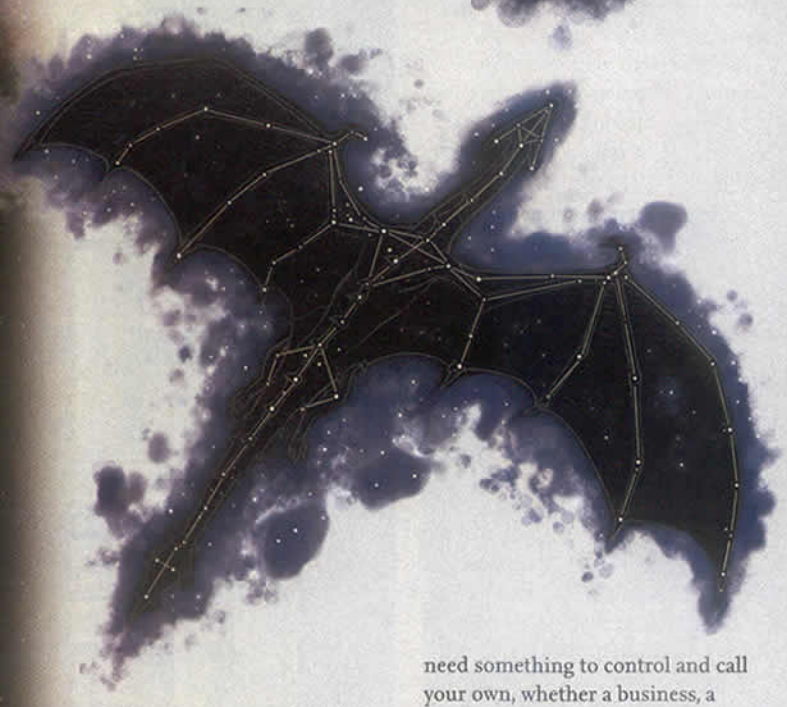
Optimal Career: Consumed by wanderlust for most of your life you possess a singular talent for looking after yourself, giving you a +2 bonus on Survival checks.

Lucky Action: Never one to let yourself get tied down, you are always on the move, gaining a +2 bonus on Ride checks.

Birthstone: Sapphire, the gem that protects travelers from harm, grants you a +1 luck bonus to AC on any round in which you move more then 5 feet.

Sign of the Dragon

Magnificent and conscious of their unique destinies, the sign of the dragon produces people driven to acquire, yet their hunger for a legacy often finds them building a better world. You possess extraordinary energy and a lively, inventive mind that you unceasingly apply toward creating and then expanding your own personal kingdom. You need something to control and call your own, whether a business, a family, or even an adventuring party. You must take the lead in some part of your life to feel fulfilled.



Despite this need for power, you seldom act like a tyrant, and indeed you often devote many sleepless nights to improving the lot of those who follow you.

Optimal Career: You possess a keen esthetic sense and a shrewd eye for bargains. Your talent for finding items to add to your personal "treasure hoard" gives you a +2 bonus on Appraise checks.

Lucky Action: Ever vigilant for grumbling or calls of distress from those in your care, you gain a +2 bonus on Listen checks.

Birthstone: Garnet, the gemstone of celebrity and fame, grants you a +1 bonus to AC for one round whenever you use the aid another action.

Sign of the Unicorn

Aggressive and straightforward, the sign of the unicorn produces natural heroes, although their difficulty in understanding nuance and compromise sometimes holds them back. You see the world in simplistic terms: good and evil, black and white, right and wrong. People admire your loyalty and your emphasis on duty and self-sacrifice, but your inability to find the middle ground often leaves them frustrated. Single-minded, preferring to charge forward rather then go around obstacles, you make a poor diplomat or strategist. Yet your innate decency and forthrightness wins you many friends.

Optimal Career: Your ability to ignore danger and focus on the task at hand gives you an excellent head for heights. You gain a +2 bonus on Climb checks.

Lucky Action: Explosive energy and the drive to push your body beyond its limits gives you a +2 bonus on Jump checks.

Birthstone: Topaz, the stone that magnifies the physical health and vigor of its bearer, grants you a +2 luck bonus on all saves versus poison and disease.

Sign of the Hydra

Optimistic and durable, the sign of the hydra produces the most resilient people imaginable. Nothing gets you down for very long. You tend to spring back from even the most crushing setback as confident and chipper as always. From an early age you earned praise for your positive attitude, your ability to find the silver lining in every cloud. You trained yourself to keep smiling no matter what, always showing the side of you that best portrays your image.

Optimal Career: Your friendly personality and dogged tenacity often helps you find out what you need to know, granting you a +2 bonus on Gather Information checks.

Lucky Action: Agile and resilient, you find that dodging blows and snaking through enemies comes naturally to you, granting you a +2 bonus on Tumble checks.

Birthstone: Diamond, the stone of strength and resiliency, gives you a +2 luck bonus to AC versus attack roles made to confirm critical hits against you.

Sign of the Chimera

Suave and friendly, the sign of the chimera produces people with a gift for finding consensus and unity among even the most diverse groups. A born peacemaker and an able diplomat, you possess a ready instinct for discovering and fulfilling the needs of others. Some people come to resent your tendency to involve yourself in their affairs, but your friendly disposition and earnest desire to help usually wins them over in the end. While you seldom seek power and authority, it often comes to you, and when you achieve it you must take care to never lose sight of the big picture in your quest for harmony. Sometimes no compromise is possible—as the proverb says, "A wolf and a mother will never agree over how much of her child it can eat."

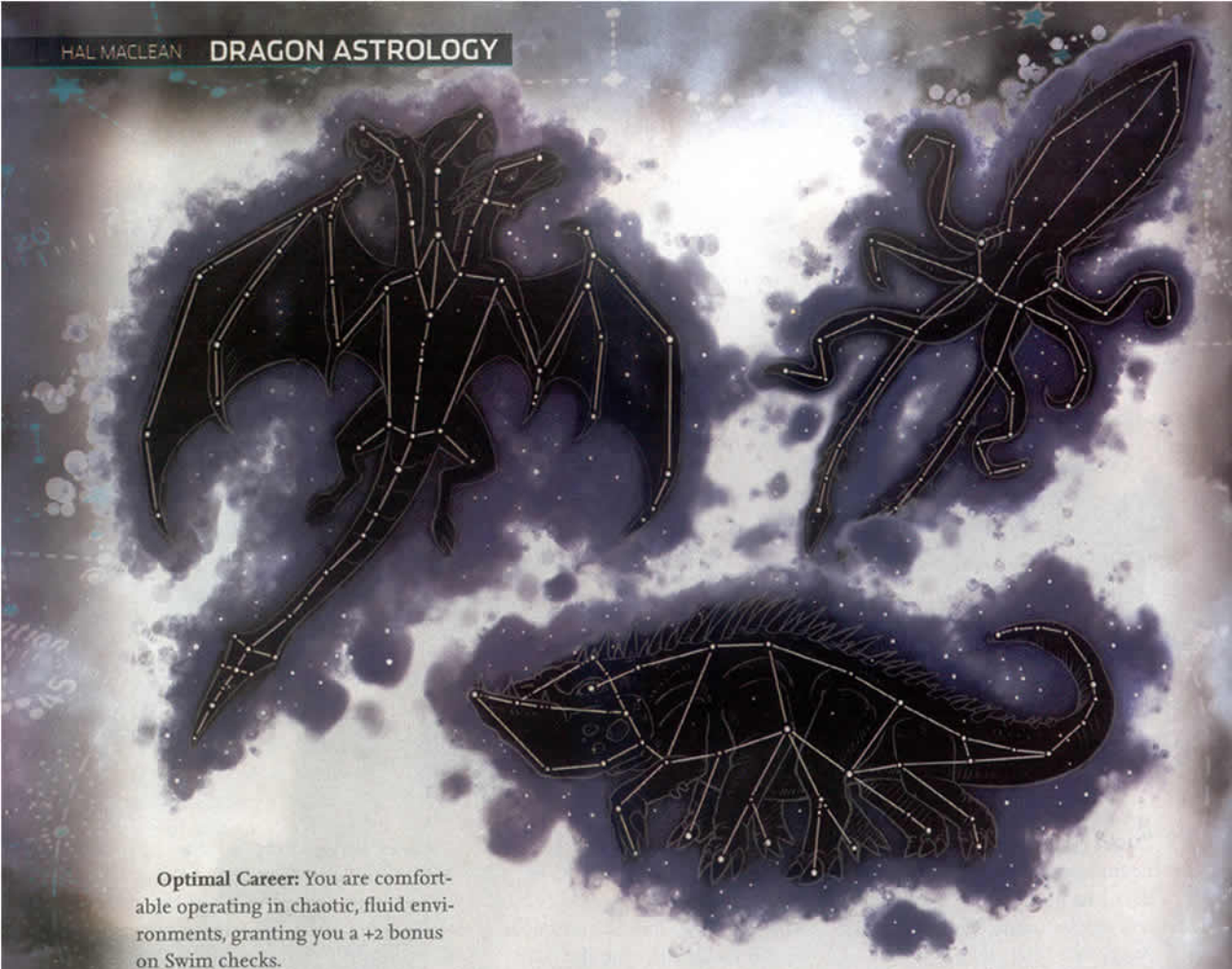
Optimal Career: Ingratiating and amiable, your ability to get along with others serves you well in many fields, giving you a +2 bonus on Diplomacy checks.

Lucky Action: Comfortable with tiptoeing around awkward issues, both figuratively and literally, you gain a +2 bonus on Move Silently checks.

Birthstone: Amethyst, the stone of prescience, gives you a flair for stepping aside in just the nick of time. You gain a +2 luck bonus on any Reflex saving throw against evocation spells and effects.

Sign of the Kraken

Dabblers with a plan for every eventuality, the sign of the kraken produces natural tacticians and conspirators. You view life as an elaborate game where the pieces have minds of their own. Half the joy lies in finding how to get them to move just where you want them to go. You tend to enjoy many interests, extending your reach—your "tentacles" if you will—throughout your community, forming a wide network of contacts and associates. Few, if any, ever fully grasp the true extent of your influence.



Optimal Career: You are comfortable operating in chaotic, fluid environments, granting you a +2 bonus on Swim checks.

Lucky Action: You are accustomed to operating from behind the scenes, remaining out of sight to those that would do you harm, granting you a +2 bonus on Hide checks.

Birthstone: Aquamarine, the stone of the sea, gives a certain fluidity to your movements, offering you a +1 luck bonus on AC against touch attacks.

Sign of the Basilisk

Dour and often gloomy, those born under the sign of the basilisk expect the worst, yet this endows them with an uncanny foresight and independence. As stubborn as stone, people find it difficult to change your mind. Your tendency to hold grudges, seeking revenge for imagined slights even years later, leaves most holding you at arm's length. However, your tenacity, innate common sense, and problem-solving abilities often make you the person others turn to in moments of crisis.

Optimal Career: You possess a glare like a basilisk, granting you a +2 bonus on Intimidate checks.

Lucky Action: A skeptic, you make an excellent watchmen or purchaser of goods, giving you a +2 bonus on Sense Motive checks.

Birthstone: Ruby, the stone of substance, protecting property as well as flesh, grants you a +2 bonus on any Fortitude saves against transmutation spells and effects.

Casting Horoscopes

Many astrologers view the universe as a giant computer. They believe

HOROSCOPE DCS AND MODIFIERS

Horoscope DC	Personal Information Known About Subject
30	Astrological Sign
25	Exact Date of Birth
20	Exact Time of Birth (within the hour)

Astrology check Modifier	Condition
+5	Subject's exact place of birth known
–10	Attempting to determine an auspicious action without an inauspicious action
–5	Double the action bonus and penalty (this can only be applied once)

that if they apply the right data to their formulas and charts they can learn useful information about future events, giving advice on nearly any subject, from founding a business to naming a child.

In D&D, those who put ranks in Profession (astrology) gain the ability to offer similar counsel to their allies and to discover hidden vulnerabilities of their enemies. A successful skill check reveals lucky or unlucky actions for a particular day, granting a bonus or penalty on certain checks and rolls.

Note that your DM must approve the use of these alternate rules before you invest ranks into the Astrology skill.

Profession (Astrology) (Wis. Trained Only)

Your facility with astrology allows you to make extraordinarily shrewd predictions about a person's behavior. It also allows you to cast horoscopes, offering clues about future auspicious and inauspicious actions.

Check: You can cast a horoscope for any living creature. You must know the subject's astrological sign. Your predictive powers increase in accuracy the more information you know. If successful, the horoscope determines an auspicious (lucky) and inauspicious (unlucky) action for a particular day. Roll 1d12 once for each chart (see the sidebar).

Action: It takes considerable time to make a check and fashion a horoscope, requiring 1d4 hours to make calculations and draw charts.

Try Again: No. You may only attempt to cast a horoscope for a particular subject once in any given day.

Synergy: If you have 5 or more ranks in Knowledge (the planes), you get a +2 synergy bonus on Astrology checks.

AUSPICIOUS AND INAUSPICIOUS ACTIONS

DMs should feel free to expand upon the lucky and unlucky actions outlined here, increasing the available pieces of advice gained from a successful skill check. For instance, "Listen to/Ignore your survival instincts," could easily be used as a template to create similar modifiers on Fortitude and Will saves.

Auspicious Actions

d12	Result
1	Listen to your survival instincts (+1 insight bonus on Reflex saving throws).
2	Attention to detail will be rewarded (+1 insight bonus when taking 10 or taking 20).
3	You bruise rarely (–1 on any damage against you with a bludgeoning attack).
4	Use sharp objects (+1 insight bonus on all attacks made with slashing weapons).
5	A good day to rely upon your memory (+1 insight bonus on all Knowledge checks).
6	Confront the dead (+1 insight bonus on attack and damage rolls versus undead).
7	A good day for exercise (+1 insight bonus on Strength-based checks and skills).
8	Expect superb reflexes (+1 insight bonus on initiative checks).
9	Rely upon your surroundings (+1 insight bonus to AC when gaining a cover bonus).
10	Endure fire (+1 insight bonus on all saves versus fire attacks and effects).
11	Exploit your enemy's moments of weakness (+1 insight bonus on attack and damage rolls when making attacks of opportunity).
12	A good day to make friends (+1 insight bonus on Charisma-based checks and skills).

Inauspicious Actions

d12	Result
1	Ignore your survival instincts (–1 penalty on Reflex saving throws).
2	Attention to detail will be punished (–1 penalty when taking 10 or taking 20).
3	You bruise easily (+1 on any damage against you with a bludgeoning attack).
4	Avoid sharp objects (–1 penalty on all attacks made with slashing weapons).
5	A bad day to rely upon your memory (–1 penalty on all Knowledge checks).
6	Avoid that which is dead (–1 penalty on attack and damage rolls versus undead).
7	A bad day for exercise (–1 penalty on Strength-based checks and skills).
8	Expect poor reflexes (–1 penalty on initiative checks).
9	Don't rely upon your surroundings (–1 penalty to AC modifier when gaining a cover bonus).
10	Shun fire (–1 penalty on all saves versus fire attacks and effects).
11	Respect your enemy's moments of weakness (–1 penalty on attack and damage rolls when making attacks of opportunity).
12	A bad day to make friends (–1 penalty on Charisma-based checks and skills).

by E.W. Morton • illustrated by Tyler Wadpole

THE MASTER ASTROLOGER

"What's your sign?"

—Gendi, master astrologer

Sages have long known the patterns of stars and planets are more than mere coincidence. As the features of the heavens evolve over time, they reflect cyclical shifts in the workings of magic and the arrangement of the planes, as measured by an ancient system of astrology. Master astrologers are spellcasters devoted to studying astrology and its influence upon the cosmos.

Becoming a Master Astrologer

Those who seek knowledge, whether from ancient dusty tomes or the collective wisdom of elders or deities, pursue the master astrologer class. Most spellcasters can easily qualify for the prestige class by 5th level.

Entry Requirements

Skills: Knowledge (the planes) 4 ranks, Sense Motive 4 ranks, Profession (astrologer) 8 ranks.

Feats: Skill Focus (Profession [astrologer]).

Spells: Able to prepare spells.

Class Features

A master astrologer is a spellcaster with the ability to manipulate—and be manipulated by—the stars.

Spells per Day: At each level after 1st, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a master astrologer, you must decide which class to add each level for the purpose of determining spells per day and spells known.

Stargazer (Ex): Whenever you have access to a spyglass and an unobstructed view of the stars you may prepare spells in half the usual amount of time. Typically, this means it takes you only 30 minutes to prepare spells.

Zodiac Sense (Ex): You understand the ways in which the stars influence behavior. You gain a competence bonus equal to your master astrologer level on all Sense Motive checks. Also, as a full-round action, you can make a DC 20 Sense Motive check to determine the astrological sign of any one creature to which you have line of effect. You may instead make this check as a move action or as a free action, but doing so increases the DC of the Sense Motive check (to DC 35 and DC 50, respectively).

Numerology (Ex): Starting at 2nd level, your spells are more potent against creatures whose astrological signs you know. Against all such creatures, you gain a +1 insight bonus on caster level checks to overcome spell resistance and your spells' save DCs increase by +1. At 5th level, these bonuses increase to +2. At 8th level they become +3.

Bonus Feats: At 3rd level, and again at 6th and 9th level, you tap into the mystical power of your astrological sign to enhance your own natural aptitudes. As a result, you gain a bonus feat at each of those levels. You must meet a feat's prerequisites before selecting it as a bonus feat. As your bonus feat you may select Greater Spell Focus (divination), Spell Focus (divination), or a feat from the following list that corresponds to your astrological sign.

Beholder: Alertness, Investigator, Iron Will, Negotiator, Obscure Lore (from *Complete Adventurer*), Quick Reconnoiter (from *Complete Adventurer*), Self-Sufficient, or Skill Focus (any Knowledge or Spot).

Harpy: Cooperative Spell (from *Complete Arcane*), Deceitful, Greater Spell Focus (illusion), Negotiator, Persuasive, Skill Focus (Bluff or Diplomacy), Spell Focus (illusion), or Sudden Quicken (from *Complete Arcane*).

Ettin: Chant of Fortitude (from *Complete Adventurer*), Deceitful, Great Fortitude, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Persuasive, Twin Spell (from *Complete Arcane*), or Two Weapon Fighting.

Dryad: Diehard, Endurance, Great Fortitude, Greater Spell Focus (abjuration), Iron Will, Sanctum Spell (from *Complete Arcane*), Self-Sufficient, or Spell Focus (abjuration).

Stirge: Arcane Mastery, Combat Casting, Diligent, Greater Spell Penetration, Investigator, Skill Focus (Concentration or any Craft), Spell Penetration, or Track.

Wyvern: Agile, Greater Spell Focus (conjuration), Reckless Wand Wielder (from *Complete Arcane*), Run, Self-Sufficient, Spell Mastery, Spell Focus (conjuration), or Sudden Quicken (from *Complete Arcane*).

Dragon: Alertness, Appraise Magic Value (from *Complete Adventurer*), Diligent, Draconic Heritage (from *Complete Arcane*), Iron Will, Leadership, Skill Focus (any Craft or Profession), or Toughness.

Unicorn: Acrobatic, Athletic, Battle Caster (from *Complete Arcane*), Combat Reflexes, Dodge, Mobility, Spring Attack, or Toughness.

Hydra: Deceitful, Deft Hands, Diehard, Endurance, Fortify Spell (from *Complete Arcane*), Guardian Spirit (from *Complete Arcane*), Iron Will, or Persuasive.

Chimera: Communicator (from *Complete Arcane*), Cooperative Spell (from *Complete Arcane*), Iron Will, Leadership, Lightning Reflexes, Negotiator, Skill Focus (Diplomacy), or Stealthy.

Kraken: Athletic, Delay Spell (from *Complete Arcane*), Greater Spell Focus (enchantment), Improved Initiative, Investigator, Jack of All Trades (from *Complete Adventurer*), Persuasive, or Spell Focus (enchantment).

Basilisk: Combat Casting, Extend Spell, Insightful (from *Complete Arcane*), Investigator, Iron Will, Persistent Spell (from *Complete Arcane*), Self-Sufficient, or Skill Focus (Concentration or Intimidate).

HIT DICE: D4

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Stargazer, zodiac sense	—
2nd	+1	+0	+0	+3	Numerology +1	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Astrological communication	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Numerology +2	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Bonus feat	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Planetary alignment	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Numerology +3	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	The stars are right	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, and Spot.

Astrological Communication (Su): Beginning at 4th level, you can temporarily shift the apparent alignment of celestial bodies. All other master astrologers capable of seeing the stars can automatically read what these rearranged astrological bodies mean. This ability, in effect, functions as the spell *message*, sent to all other master astrologers viewing the sky. Others who are not master astrologers might also notice these changes if they've been warned to look for a specific sign or astrological change, although they cannot discern a specific meaning. You can use this ability once per night per master astrologer class level. This message remains visible for 1 hour.

Planetary Alignment (Ex): At 7th level, you can sense when your world moves into alignment with other cosmic bodies. Some sort of alignment, whether relatively minor or breathtakingly grand, occurs every day. You can tap into these alignments. Every day, you can spontaneously apply 1d6 levels worth of metamagic feats you know without increasing the spell level. You can expend all of your metamagic levels on one spell or you can spread them out among different spells throughout the day.

For example, if you roll a 1, you may apply a metamagic feat to a spell that would normally increase the spell's level by one level, such as Silent Spell. If you roll a 6, you may apply a number of metamagic feats to increase a spell's level by six levels, such as applying both Maximize Spell and Widen Spell. You might also choose to apply metamagic feats that would normally increase the spell's level by one level to six different spells, to apply metamagic feats that would normally increase the spell's level by three levels to two different spells, or any combination of metamagic feats and spells that equal six spell levels.

The Stars are Right: Upon gaining 10th level, you can, once per day as a standard action, force the stars to appear to realign themselves temporarily for your benefit. You then have until the end of the following round to cast a spell at a greatly enhanced effect. A spell affected by this ability is cast at +4 caster level and the DC to resist it increases by +4. In addition,

ASTROLOGICAL ORGANIZATIONS

A variety of organizations exist that support master astrologers. Those listed here are but a sampling.

Fraternal Order of Astrologists: The oldest and best-organized group of master astrologers, the Order exists to dispassionately observe and report the movements of the stars and the possible implications of such movements. Members of the Order, frequently called "brothers" (regardless of gender), report their findings to higher-ranking officers, called deans, who disseminate information to interested parties. The Fraternal Order of Astrologers maintains a strictly neutral stance as an organization, although its members can be of any alignment.

Readers: A secret cult splintered from the Fraternal Order of Astrologers, the Readers watch the heavens looking for signs of the end times. Short of the destruction of the entire multiverse, the Readers look to the stars for upcoming events that further the cause of destruction and entropy. Many who know of the Readers claim they destroy at random and later blame their acts on the "will of the stars."

Stargazers: Stargazers have added incentive to embark upon adventures, particularly those involving travel to distant lands: They watch the stars for hints of invasion of extraplanar powers—as prophesized by earlier master astrologers—and ready themselves to act as the front line of defense when the invasion comes. Members of the Stargazers expend great amounts of energy to share information with one another. Those who belong to the Stargazers can acquire star charts, astrolabes, abaci, and other instruments of measurement at reduced rates. Most stargazers are druids or clerics of deities interested in defense, knowledge, or the stars.

all numeric effects of the spell are increased by one-half. The spell's range, duration, and area increase by half against as much as normal, it deals half again as much damage, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate.

For example, a 5th-level wizard/10th-level master astrologer could cast a *delayed blast fireball* as a 19th-level caster for 150% × 19d6 points of damage with a DC +4 higher than it would otherwise have, a range of 1,740 feet (instead of the normal 1,160 feet), and affect a 30-foot-radius area (instead of the normal 20-foot radius).

Playing A Master Astrologer

You devote yourself to astrology as an academic pursuit, using knowledge of the zodiac to further understand the mysteries of the heavens and the multiverse. While the division of interest in the zodiac colors your outlook slightly, it does not alter your abilities. You relentlessly pursue knowledge, sometimes merely for the sake of uncovering it and sometimes for more personal reasons.

If you belong to an organization of master astrologers, the group's tenets provide further guidance.

Combat

A master astrologer plans ahead. You attempt to enter every combat fully prepared to face whatever creatures oppose you. When possible, you attempt to learn your foes' astrological signs ahead of time so you can use that knowledge to your advantage once combat begins.

Advancement

While many master astrologers come from the ranks of wizards, druids—already attuned to the natural order—comprise the second-largest group of members. Clerics of deities interested in knowledge or revealing secrets also sometimes join the ranks.

Master astrologers tend to maximize their ranks in as many different Knowledge skills as possible. They tend to learn or prepare a wide variety of divination spells, frequently making use of Spell Focus (divination). Those who wish to use their knowledge against their enemies also focus on evocation spells and the more offensive spells of the conjuration and transmutation schools.

Resources

Depending on the organization to which you belong (see the Astrological Organizations sidebar) you either have a great deal of support or none at all. Those master astrologers who strike out on their own most likely have little or no support structure.

Master Astrologers in the World

The master astrologer prestige class fills many of the same roles as a diviner. He can uncover secrets that

others either can't or don't care to, and he can utilize the knowledge gleaned from those secrets in ways mysterious to everyone else. Master astrologers in an organization work together to uncover forgotten knowledge and apply it toward the shared goals of the group.

Organization

Despite their shared motivations and training, master astrologers are not required to belong to any organization, although many do. Master astrologers with an academic interest in the zodiac tend to form organizations and groups that resemble—in structure and intent—universities, wizard schools, and other institutes of learning. Many such organizations teach their craft through both apprenticeships and formal academies. Those more interested in using their knowledge for personal gain form guilds. Groups filled with master astrologers who seek guidance from the stars or deities associated with the stars tend to set up their organizations like strictly regimented religious orders.

NPC Reactions

Most NPCs who meet a master astrologer assume it is a professional title and consider the individual bearing it a wizard who happens to engage in a noteworthy profession. Those who know the difference still tend to think of master astrologers as variant spellcasters (although they might closely guard their dates of birth if a master astrologer is around).

Master Astrologer Lore

Characters with Knowledge (arcana), Knowledge (the planes), or Profession (astrologer) can research the zodiac and the master astrologers who draw upon its power. When a character makes a skill check, the following information is gained, including that listed for lower DCs.

DC 10: "Astrology assigns specific signs to every one. Master astrologers are spellcasters who study astrology and the meanings of its signs."

DC 15: "Most master astrologers who know a creature's astrological sign can use that knowledge to gain power over that creature."

DC 20: "Master astrologers can guess a creature's astrological sign just by studying its behavior. Once a master astrologer knows a creature's sign, that creature likely has difficulty resisting the master astrologer's spells."

DC 30: "The zodiac also measures the alignment of the planes at any given point in time. An experienced master astrologer can force the stars to realign for a brief period." Also, the character knows all information contained in the article, "The Stars are Right."

Master Astrologers in the Game

The master astrologer makes an excellent choice for a mysteriously knowledgeable NPC who knows things about the PCs that he shouldn't. A master astrologer (or an astrologer organization) can make an excellent patron for PCs.

The master astrologer prestige class should appeal to players who enjoy playing knowledgeable characters. At higher levels the prestige class can certainly hold its own in battle, but overall its major strengths lie in spellcasting and hindering enemies.

Adaptation

The master astrologer, as written, assumes use of the D&D zodiac presented on page 24. In order to incorporate the master astrologer into a campaign world that uses a different zodiac, alter the lists of bonus feats to reflect the zodiac reality of your campaign setting. If your world does not have a zodiac, or you do not wish to keep track of one, create one unified list for all master astrologers.

Sample Master Astrologer

GENDI **CR 9**

Male human diviner 5/master astrologer 4
CN Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Celestial, Draconic

AC 14, touch 12, flat-footed 13
hp 36 (9 HD)
Fort +5, **Ref** +4 **Will** +10

Spd 30 ft.
Melee masterwork quarterstaff +5 (1d6)
Base Atk +4; **Grp** +4
Combat Gear *potion of cure serious wounds*, *wand of Melf's acid arrow* (20 charges)
Spells Prepared (CL 8th; +5 ranged touch):
4th—*dimension door*, *phantasmal killer* (DC 17), *scrying* (DC 17)
3rd—*clairaudience/clairvoyance*, *hold person* (DC 16), *nondetection* (DC 16), *suggestion* (DC 16), *tongues*
2nd—*blindness/deafness* (DC 15), *detect thoughts* (DC 15), *invisibility*, *Melf's acid arrow*, *touch of idiocy*
1st—*charm person* (DC 14), *disguise self*, *protection from law* (DC 14), *ray of enfeeblement*, *sleep* (DC 14), *true strike*
0—*detect magic*, *ghost sound* (DC 13), *resistance*, *touch of fatigue*

Abilities Str 10, Dex 12, Con 14, Int 17, Wis 13, Cha 8
SQ astrological intuition, numerology, stargazer, summon familiar (Lyra), zodiac sense
Feats Alertness, Combat Casting, Craft Wand[B], Self-Sufficient[B], Scribe Scroll[B], Skill Focus (Profession [astrologer]), Skill Focus (Sense Motive), Toughness
Skills Concentration +14, Heal +6, Knowledge (arcana) +7, Listen +5, Profession (astrologer) +21, Spellcraft +11, Sense Motive +16, Spot +5, Survival +7
Possessions Combat gear, masterwork quarterstaff, spellbook, spyglass, *bracers of armor +2*, *cloak of resistance +1*, *ring of protection +1*, 450 gp.
Spellbook as above plus 0—all others except *dancing lights*, *flare*, *light*, *ray of frost*; 1st—*identify*; 2nd—*locate object*; 3rd—*dispel magic*; 4th—*charm monster*
Lyra, raven familiar: hp 18; *Monster Manual* 278.

The Eternal Light

The Sun and Its Role in D&D

by Chris Tulach • illustrated by Jeff Laubenstein and Chuck Lukacs

The sun is perhaps the most enduring and important symbol throughout the mythological and religious tapestry of time. The ultimate symbol of authority, it is also the great bringer of life, ushering the land out of the death of winter and into the renewal of spring. It is a constant, never-changing force and a wellspring of hope and guidance.

History and Myth

The use of the sun and its aspects grounds a world's mythology in a constant primal force. Focusing on the sun creates an instant familiarity and connection for players involved in such a campaign. While the sun is traditionally personified with a variety of traits, a noteworthy few bear mentioning.

Masculinity: The sun is frequently portrayed as a masculine figure in many cultures, such as Apollo in the Greek and Roman pantheons and Ra of Egyptian mythology. As such, the sun is often assigned the attributes of strength, stamina, and virility.

Light is Life: Life is the gift the sun brings to the world. The growth of plants and thus the foundations of animal life are directly tied to the sun's presence. Ever since mankind learned the ways of agriculture the importance of the sun as a life-giver has been understood.

The Mind: Reason and knowledge have always been the province of the sun. Knowledge and learning are often described as a light or illumination. Wisdom and willpower are also traits of the sun. The sun governs the aspects of the ego and man's control over his baser instincts. It is also associated with the gifts of wisdom and the ability to distinguish truth from falsehood.

Authority: The double-edged sword authority represents is a hallmark of the sun. It rises high in the sky, above everyone and everything, casting its light down upon the whole of the earth. It is the largest heavenly body and wields the greatest power over the land. The sun's presence brings great joy with its regenerative properties or a terrible curse through its oppressive heat.

Hope: Hope is as everlasting as the sun, and indeed is often associated with it. The fearful unknown of night is dispelled when the sun arrives to begin the day. People look to the sun to provide life-giving light and are joyous at the resplendence of a warm sunny day.

Solar Calendars

A solar calendar is simply a calendar that is dated by the position of the world on its revolution around the sun. On Earth, solar calendars are generally 365 days long, but depending on the campaign world they might be longer or shorter. Those creating solar calendars for their own campaign should determine how far away the sun is from the planet, how long it takes for the planet to make one rotation (thus, the length of one day), and how long it takes

the planet to revolve around it (thus, the length of one year). Shortening or lengthening the time it takes for the world to revolve around the sun (or the sun to revolve around the world, depending on how celestial bodies work in your campaign) has a dramatic effect on climate and seasons. To keep things easy and provide some familiar ground, it might be best to have the primary world of the campaign mirror Earth's celestial movements.

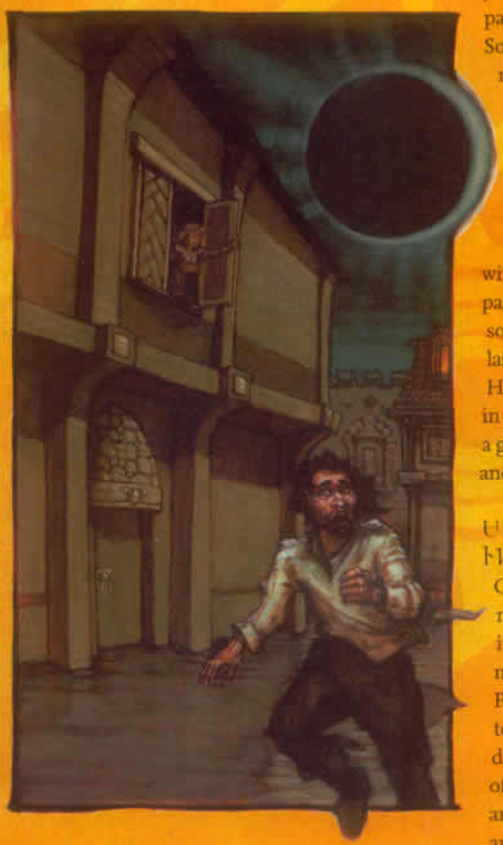
Multiple Suns

If you're creating your own fantasy campaign, you should consider how the cosmology of that world takes shape. A good place to start is with the sun itself—and deciding exactly how many hang in the sky.

A world created with multiple suns might be a desolate place, blasted by furnacelike heat with little respite from the light of day. It could also be a lush world, teeming with forests and jungles, with one or both suns being farther from the planet than on a desert world. This is a great way to introduce an "alien" world to plane-hopping characters. Using a multiple-sun world as a primary campaign setting poses a number of challenges, especially when changing the length of the day. If this is done, sleep cycles may need adjustment, as well as rules dependent on the length of a day. For simplicity's sake, it is easiest to tie the day to one of the suns, and all daily effects refresh on its schedule.

Solar Events

Aside from rising and setting each day, other solar events might occur throughout the year. Although modern astronomers can forecast these events, their infrequency makes them seem almost random, allowing them to be placed where appropriate on a fantasy calendar. Some of the effects presented here are simple to use, but others are very rare. These unusual occurrences are seen as the sign of a great event, be it good or evil, such as the rousing of a great dragon, the birth of the next king, or the discovery of a lost magic.



Solar Eclipses

A solar eclipse, when the moon's shadow crosses the surface of the earth, seems as though the moon itself blocks the sun. Throughout recorded time, solar eclipses—especially total solar eclipses (where the sun's light is completely blocked)—were events of surprise and terror.

While partial solar eclipses are fairly common, total solar eclipses are relatively rare—occurring about once per year somewhere in the world. A total solar eclipse is a time of great dread and fear, for the aspect of night swallows the sun during its time of dominion. It is a time when chaos overturns law, and the hopeful nature of the sun is overshadowed.

A solar eclipse bestows a –1 caster level on divine spells cast by druids, rangers, paladins, and clerics who revere the sun or a sun deity, or feature it as a prominent part of their philosophies. Once the eclipse passes, this penalty is lifted. Solar eclipses last from a few minutes to a number of hours.

A total solar eclipse is a dark and powerful omen for those who venerate the sun or a sun deity. Spellcasting levels are halved (round down) during this time. As with other solar eclipses, once it passes, the penalty is lifted. Total solar eclipses are very short, lasting only a scant few minutes. However, total eclipses remain in another stage of eclipse for a good deal longer, both before and after the total eclipse.

Unending Day, Infrequent Night

Campaigns set on worlds with multiple suns face the possibility of going for days or even months without a true night. Perhaps the suns typically travel together, giving a semblance to day and night except for one day of the year where their dusks and dawns correspond with one another. Such a day would be greatly celebrated by those who worship the sun, who are at +1 caster level for the entire day and can use any of their domain powers one additional time per day.

The opposite of this is a world that is accustomed to the unending day with one of their many suns always in the sky (although one or more of these suns might be dim and ineffective, making an effective nighttime). In such a world, a true night might come only rarely, making for an evening full of evil omens and true darkness. During this infrequent

SOLAR CONJUNCTIONS

During a solar conjunction, great events and powerful portents occur with some frequency. The following effects are just some of the possibilities.

- The save DCs for any spell cast during the conjunction increases by +4.
- Everyone who stands in the light of the conjunction gains fast healing 5 for the duration.
- Creatures of the fire subtype gain the benefits of a *heal* spell and are immune to cold damage for the duration of the conjunction.
- All those in the light of the conjunction gain a +4 insight bonus to their Intelligence and Wisdom for the duration of the conjuntion.
- Plants grow at the rate of one day (or even week) for each minute of the conjunction.
- A total of 10% of all plants in the area wither and die for each minute the conjunction lasts.
- Other possible events include the sparking of a rebellion, the birth of a great or terrible leader, or the rise of a new evil.

night, divine spellcasters who venerate the sun are at –1 caster level and all undead gain turn resistance +2 (this stacks with any turn resistance they might have).

Worlds with only one sun might still see either of these solar events, but they would be very rare indeed.

Solar Conjunction

Campaigns set in worlds with three or more suns have the possibility of the rare solar conjunction, where two or more of the suns line up in the sky or even overlap. Such occurrences should be extremely rare, depending upon the number of suns. A larger number makes total conjunctions (where all the suns align or overlap) extraordinarily rare, however lesser conjunctions involving only some of the suns would be more common. When such events do occur, they might only last for a few rounds or minutes at most, making nearly any effect possible. See the solar conjunction sidebar for some possibilities.

The Order of the Eternal Light

Rather than a sun-based religion focused on an anthropomorphic deity, the Order of Eternal Light worships of the sun as its own divine power. Venerating the sun itself, the order does not assign it the qualities of a physical being. It is a thing of energy, light, and sustenance, and cannot be ascribed a true physical form. However, the sun shows good omens through its favored beasts—the lion and the hawk. In the monstrous world, the gold dragon is said to be the sun's emissary, the only creature that has touched the sun and brought back its wisdom to share with those who seek it out. The spear is the physical embodiment of the shafts of light the sun brings down upon the world, and devout followers of the order carry one whenever they are away from home.

The Eternal Light

Greater Deity (Lawful Neutral)

Shining down upon its loyal subjects, the Eternal Light is venerated in many surface cultures. Although many names for it exist, the sun is known for its wisdom, lawfulness, and the life giving light and warmth it sheds.

The Order of the Eternal Light's symbol of the sun has eight rays projecting out from its center. These eight rays form the principal tenets (known by the faithful as "The Gifts") of the sun's religion: Hope, Inspiration, Justice, Life, Order, Reason, Station, and Wisdom. Even lay worshipers learn the importance of The Gifts and how to incorporate them into their lives.

The Order of the Eternal Light is broken into two sects, known only to those initiated into the order. To lay worshipers and common folk, the order appears as a unified church, which is exactly the image it wishes to maintain. The largest sect of the order is the "Resplendents." These clerics are usually lawful good or lawful neutral in alignment, and many paladins and monks fill their ranks as well (see the illuminated monk and paladin of light substitution levels). They are equally accepting of both men and women, as they believe the sun does not favor one gender above another. Most Resplendents strive to live up to the tenets of The Gifts, believing them the core of their faith.

A slightly smaller sect known as the "Caretakers" emphasizes the Justice, Order, and Station aspects of The Gifts. These clerics are usually of lawful neutral or lawful evil alignments (commonly choosing the Law and Sun domains), and their doctrine is often laced with male chauvinism. They believe that only men can become true priests in the order, and that the full knowledge of The Gift of Reason is only imparted to men by the sun. Women can become initiates or acolytes, but cannot advance any further in this sect of the order.

Portfolio: Life, reason, knowledge, order, hope, and leadership.

Domains: Hope (new domain), Knowledge, Law, Plant, Sun.

Cleric Training: Prospective members are brought into the order as initiates, where they learn the importance of The Gifts upon their society. Initiates wear orange robes, wooden holy symbols painted yellow, and typically wind up in service to clerics. After a term of service lasting two years, initiates undergo tests of faith and learning. If they pass, they become acolytes and are bestowed yellow robes and brass holy symbols. Acolytes are then usually

SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain with the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard level.

For each class with substitution levels, you can select each substitution level only at a specific class level. When you take a substitution level for your class at a given level, you give up the class features gained at that level for the standard class, and you get the substitution level features instead. You can't go back and gain the class features for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally.

HOPE DOMAIN SPELLS

Possessed by clerics of the Order of the Eternal Light, the Hope domain can also find a home with other deities of the sun, courage, or even some (usually good-aligned) war deities.

Deities: The Eternal Light.

Granted Power: Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

1	**Bless:** Allies gain +1 on attack rolls and saves against fear.
2	**Aid:** +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
3	**Heroism:** Gives +2 on attack rolls, saves, skill checks.
4	**Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5	**Atonement**[FX]**:** Removes burden of misdeeds from subject.
6	**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
7	**Restoration, Greater**[X]**:** As restoration, plus restores all levels and ability scores.
8	**Planar Ally, Greater**[X]**:** As *lesser planar ally*, but up to 18 HD.
9	**Miracle**[X]**:** Requests a deity's intercession.

selected by elder clerics to learn from (or languish under) for a period of four years. If they prove themselves worthy and pass more tests, they are awarded the title of cleric. Their yellow robes are replaced with white, and they are given bronze holy symbols. Clerics typically go out in the world and proselytize, bringing glory to their community, rulers, and the order. Clerics are the most visible face of the order encountered outside their enclaves, and many are adventurers. If a cleric spreads the tenets of the order and accomplishes great things in its name, he might be awarded the title of radiant, wherein he receives a golden trim on their white robe and a solid gold holy symbol. Radiants typically act as advisors to powerful nobles and community leaders.

Quests: Every year, major temples dedicated to the Eternal Light send out eight members on sacred quests, each tasked with one of The Gifts to spread across the land. These quests usually involve bringing the tenets to those who lack them, such as bringing hope to the sick, inspiring artisans to achieve their full potential, and showing the path of humility to those who lack it.

Prayers: Those who venerate the Eternal Light pay homage to the sun god just before dawn each day. Such prayers last throughout the sunrise, concluding once the sun has fully risen. Additional prayers are offered when the sun is at its peak and just before dusk. On worlds with multiple suns, the Order of the Eternal Light prays during each sunrise and when all of the suns are in the sky together.

Temples: Temples of the Order of the Eternal Light are typically the largest buildings in their communities, blessed with golden sun adornments, stained glass, and incredible vaulted ceilings. Windows are ever present, and the variety and craftsmanship of the stained glass used in their construction is among the greatest in the world. In addition to a large worship area, the temple typically has an extensive library. In many communities, the Order of the Eternal Light's library is the largest, and the biggest among them rival the greatest secular libraries found at bardic colleges, wizard schools, or universities.

Rites: The Order of the Eternal Light communes with the sun and receives its wisdom in the form of rigorous edicts. As keeper of the secrets of agriculture, history, lineage, and invention, the sun's inspiration provides the order with the power to enrich and strengthen communities. As such, those who follow the Eternal Light often preside over agricultural festivals and give blessings to farmers and their fields. They also keep important records in most communities concerning the history and genealogy of the townsfolk.

Heralds and Allies: The herald of the Eternal Light is Corona, an awakened 18 HD celestial dire lion who radiates light like the daytime sun. The Eternal Light's allies are all manner of lions, hawks, and flying celestials (especially lantern archons).

Favored Weapon: Spear.

Solar Substitution Levels

In campaigns where the sun is a significant force in the world, some

classes might function a bit differently, gaining power and wisdom from the sun's rays. Two examples are presented here as substitution levels, the illuminated monk and the paladin of light. See the substitution levels sidebar for more information on how substitution levels work.

Illuminated Monk

Some monks find focus in meditation, cloistering themselves away to hone their intellects as well as their physiques and wits. Illuminated monks often serve as archive-keepers in libraries and teachers in schools and universities. Just as the sun personifies reason and wisdom, the illuminated monk studies all varieties of lore and passes on his knowledge to others.

Hit Die: d6.

Requirements

To take an illuminated monk substitution level, a character must come from a sun-centered society or worship a sun deity, and must be about to take his 1st, 2nd, or 6th level of monk.

Class Skills

Illuminated monk substitution levels grant the same class skills as the standard monk class.

Skill Points at Each Level: 4 + Int modifier (or four times that number as a beginning character).

Class Features

All of the following are features of the illuminated monk's substitution levels.

Bonus Feat: At 1st level, an illuminated monk may select Skill Focus as a bonus feat. At 2nd level, an illuminated monk may select either Investigator or Negotiator as a bonus feat.

These substitution features replace the standard monk's bonus feats gained at 1st and 2nd level.

Meditative Focus (Ex): At 6th level, the illuminated monk can use meditation to focus his mind on the details of a particular skill. Every day at dawn, the illuminated monk may spend 15 minutes in quiet contemplation, meditating on the specifics of a certain skill. He cannot be interrupted during his meditation or he must start the process over again. Until the following dawn, he receives the skill mastery ability (see the rogue class feature in the *Player's Handbook*, page 51) for that skill. Each morning, the illuminated monk may change the skill mastery he receives with meditative focus.

This substitution feature replaces the standard monk's bonus feat gained at 6th level.

ILLUMINATED MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike
2nd	+1	+3	+3	+3	Bonus feat, evasion
6th	+4	+5	+5	+5	Meditative focus, slow fall 30 ft.

Paladin of Light

While the paladin usually focuses his holy crusades against the forces of evil, some paladins find themselves drawn into the war between darkness and light. While there are certainly similarities that can be drawn between darkness and evil, the paladin of light sees darkness as a force that transcends the evil of mortals and encompasses loss, suffering, and woe. The paladin of light, being an ally of the sun, also receives gifts to help withstand its heat.

Hit Die: d10.

Requirements

To take a paladin of light substitution level, a character must come from a sun-centered society or worship a sun deity, and must be about to take her 1st, 2nd, or 6th level of paladin.

Class Skills

Paladin of light substitution levels grant the same class skills as the standard paladin class.

Skill Points at Each Level: 2 + Int modifier (or four times that number as a beginning character).

Class Features

All of the following are features of the paladin of light's substitution levels.

Detect Night Creature (Sp): At will, a paladin of light can *detect night creature*, as the spell (see Sun Spells).

This substitution feature replaces the standard paladin's *detect evil* class feature gained at 1st level.

Cooling Touch (Su): Beginning at 2nd level, a paladin of light with a Charisma score of 12 or higher can provide creatures with fire resistance by touch. Each day she can grant a total number of points of fire resistance equal to her paladin level × her Charisma bonus. This fire resistance lasts for 10 minutes per paladin level. For example, a 7th-level paladin of light with a 16 Charisma (+3 bonus) can provide up to 21 points of fire resistance per day. A paladin of light may choose to divide her points of fire resistance among multiple recipients, and she doesn't have to use it all at once. Using cooling touch is a standard action.

This substitution feature replaces the standard paladin's lay on hands class feature.

Remove Curse (Sp): At 6th level, a paladin of light can produce a *remove curse* effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times per week at 12th, and so forth).

PALADIN OF LIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Aura of good, *detect night creatures*, smite evil 1/day	Same as paladin
2nd	+2	+3	+0	+0	Cooling touch, divine grace	Same as paladin
6th	+6/+1	+5	+2	+2	*Remove curse* 1/week	Same as paladin

This substitution feature replaces the standard paladin's remove disease class feature.

Born Under the Sun Feats

Some characters born under the light of the sun attribute some of their strengths (and weaknesses) to the time of day they were brought into the world. Characters may select one or more of the following feats to represent a unique connection with the sun.

Born Under a Rising Sun [Birth]

You were born at dawn and display gifts associated with it—such as a hopeful spirit and a strong will.

Benefits: You receive a +1 bonus on all Heal skill checks and a +1 bonus on Will saving throws. On saves to resist a fear effect, you receive an additional +1 bonus, for a total of +2.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Born Under a High Sun [Birth]

You were born while the sun was high in the sky and display gifts associated with it—such as an undeniable presence and a strong fortitude.

Benefits: You receive a +1 bonus on all Intimidate skill checks and a +1 bonus on Fortitude saving throws. On saves to resist a fire effect, you receive an additional +1 bonus for a total of +2.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Born Under a Setting Sun [Birth]

You were born at dusk and display gifts associated with it—such as wisdom and a love of learning.

Benefits: You receive a +1 bonus on any two Knowledge skills of your choice. Concentration is always a class skill for you.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Secrets of Dusk [General]

Your focused learning has given you savantlike recall from time to time, as well as unflappable calm.

Prerequisites: Born Under a Setting Sun, Skill Focus (any one Knowledge skill), character level 6th.

Benefits: You are able to take 10 on Concentration skill checks at any time. Once per day, you may take 20 on a Knowledge skill check. You must possess Skill Focus for the Knowledge check that you are using with this ability.

Spirit of Dawn [General]

Your hopeful spirit has an effect upon your allies.

Prerequisites: Diplomacy 2 ranks, Born Under a Rising Sun, character level 6th.

Benefits: Your bonus to save against fear effects increases to +4. Once per day, you may shout out words of encouragement to others. This is considered a swift action, and you must be able to speak to use this ability. All allies who hear and understand your words (including you) receive a +2 morale bonus on Will saves for a number of rounds equal to your Charisma modifier (minimum 1).

Vengeance of Noon [General]

You can bring your anger to the surface and manifest it in the terrible fury of the sun's power.

Prerequisites: Born Under a High Sun, Power Attack, character level 6th.

Benefits: Your bonus to save against fire effects increases to +4. Once per day as a swift action, you may call forth the anger of the sun to immolate one of your weapons. Your weapon gains the properties of a flaming weapon for a number of rounds equal to your Charisma modifier (minimum 1). Projectile weapons bestow this property on their ammunition.

Eye of the Night

The Moon and Its Role in D&D

by Craig Campbell • illustrated by Jeff Laubenstein and Chuck Lukacs

The moon holds an important place in the collective dreams of man, just as it has throughout history. It brings light to the depths of night and represents the cycle of life—from birth, through maturity, old age, and death, on to eventual rebirth. Affecting the tides and peoples' emotions, its movement and constant change are viewed by many cultures as the defining force behind both madness and prophecy.

History and Myth

Harnessing the varied and unique aspects of the moon brings flavor and a greater depth of detail to campaigns where the moon is a significant force. The moon and what it means to people enlivens a campaign in a way few other things can. To this end, the moon and its influence must be described in both historical and mythological terms. All of the game information presented here is predicated on a number of the moon's traditional symbolic aspects.

Femininity: The moon is a decidedly feminine celestial body in history and myth, represented by Selene in classical Greek mythology and Cheng O in ancient China, among others. Its 28-day cycle from new moon to full moon and back to new moon is analogous to the female menstrual cycle. It is a nurturing force that offers protection and guidance.

Transformation: The moon is an ever-changing entity, one representative of inconstancy—a decidedly negative trait—but also of transformation for the better. It represents adaptation to the environment. It is tied to lycanthropes, the tides, and intelligence gleaned through instruction.

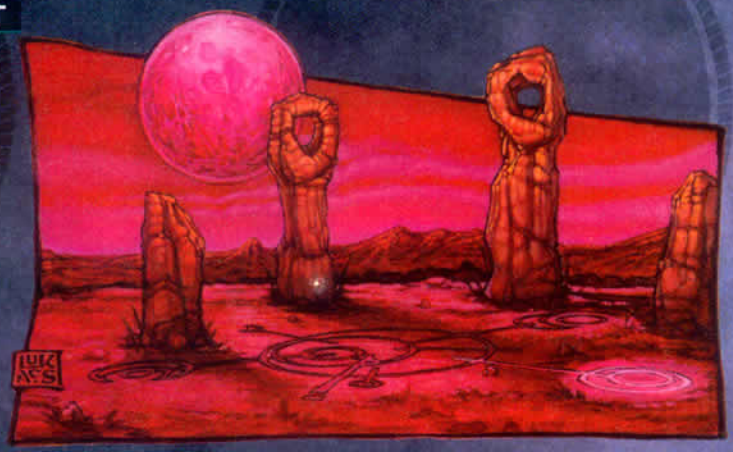
Emotions: As part of its feminine nature, the moon is a source of great emotion. It stirs lust and vengeance, calms beasts, and is regarded as the defining force behind passion and madness (hence the term "lunacy") by many cultures.

Senses and Divination: In many cultures, the moon is strongly linked to fortune telling and prophecy. Its shining face speaks to a few chosen seers, guiding their thoughts and influencing their actions. In extreme circumstances, common men misunderstand this second sight, linking it to madness and passion. In addition, the moon is tied to the mundane senses, particularly sight. The unwavering, unblinking eye of the moon sees all, even in the depths of night.

Magic: The moon is seen as a source of magic by many cultures. Its effect on the tides, bringing light to darkness, influence on emotion, and motivation of prophecy is often seen as magical in nature. Its effect is strongest among divination, enchantment, illusion, and transmutation magics.

Lunar Calendars

Developing a lunar calendar is a relatively simple process. First, determine the length of the moon's cycle in days.



It is easiest to use a multiple of four days for the moon's cycle, but this is not required. Break this cycle into four quarters of an equal number of days. The phases of the moon fall over this cycle, as described below.

At the beginning of the cycle, the moon is new and often not visible for at least part of that time. From this point forward, until the full moon phase, the moon is "waxing," gaining form and visibility. It is first a waxing crescent moon. At the one-quarter point of its cycle, it is a waxing half moon. After this, it is a waxing gibbous moon, until the full moon phase.

Halfway through its cycle, the moon is full. From this point forward, until the new moon phase, the moon is "waning," losing form and visibility. It is first a waning gibbous moon. At the three-quarters point of its cycle, it is a waning half moon. After this, it is a waning crescent moon, until the next new moon phase.

Note that the new, half, and full moon phases are generally considered to be three-day occurrences, including the day of the new, half, or full moon, as well as the day before and the day after. Moon cycles longer than 40 days require that four or even five days be considered part of the new, half, and full moon phases in order to keep these phases significant in terms of the full cycle of the moon.

The Moon and the Month

In the real world, the typical month is slightly longer than the cycle of the moon itself. This disparity allows for the same phase of the moon to occur twice in one month. The information presented here assumes that a month does not correspond perfectly with one lunar cycle.

In campaign worlds where one month is equal to one moon cycle, the blue moon (described later) does not occur. In addition, each phase of the moon occurs at the same time each month.

The Phases of the Moon

The phases of the moon represent different aspects of its nature and, in campaigns where the moon is tied to magic, affect the casting of spells and spell-like abilities. Listed here are the five phases of the moon, the aspects of the moon they represent, and the effect the moon has on spellcasting. Spells affected by a phase of the moon and that are cast under the unobscurred light of that phase are cast at +1 caster level.

The New Moon (the invisible moon)

Aspects: Hidden things, invisibility, birth, and death.

School Affected: Illusion.

The Crescent Moon (the seer moon)

Aspects: Prophecy, divination, mystery, the senses, youth (waxing crescent), and extreme old age (waning crescent).

School Affected: Divination.

The Half Moon (the balanced moon)

Aspects: Balance, moderation, adaptation to the environment, transformation, coming of age (waxing half moon), and retirement from work (waning half moon).

School Affected: Transmutation.

The Gibbous Moon (the emotional moon)

Aspects: Emotions, early middle-age (waxing gibbous), and late middle-age (waning gibbous).

School Affected: Enchantment.

The Full Moon (the empowered moon)

Aspects: Lycanthropes, madness, power, and middle age.

Schools Affected: Divination, Enchantment, Illusion, and Transmutation spells.

Multiple Moons

These rules assume the campaign world has only one moon. However, many campaign worlds have two or more moons. If this is the case, two options are available for incorporating the phases of the moon into the campaign.

Primary Moon and Secondary Moons

In this option, one moon is primary while the others hold a lesser position. The primary moon, often the largest or brightest of the moons, governs the various aspects. Use the phases of the primary moon when determining the schools of spells that are cast at an increased caster level. Secondary moons provide light at night and affect the tides to some extent, but they bow to the greater power of the primary moon in most regards.

Multiple Moons of Equal Power

In this option, two or more moons hold roughly equal power in the world. To represent this, split the aspects of the various phases

over the moons present in the campaign world. One moon might govern prophecy, divination, emotion, and the senses, and another might govern balance, moderation, and transformation. When the appropriate moon is in the appropriate phase, the moon in question provides the bonuses to caster level described above.

In campaigns where the moons are a particularly prominent force, all moons govern all aspects, causing the possibility of multiple types of spells to be enhanced, based on the phase of each individual moon. When multiple moons are in the same phase, the caster level adjustment increases to +2 or even higher (if there are enough moons to cause such a bonus).

Note that this option provides for a campaign where lycanthropes are likely a very prominent feature of the world. It's even possible for different types of lycanthropes to be affected by different moons.

Lunar Events

Aside from its typical cycle, various other lunar events might occur throughout the year. Although modern astronomers can forecast these events their infrequency makes them seem almost random, allowing them to be placed where appropriate on a fantasy calendar. While the effects listed here are simple to use, other great deeds might only be accomplished during one of these events, such as creating an artifact, raising a dead deity, or opening a planar gateway.

Blood Moon

A blood moon occurs when there is a lunar eclipse during the new moon phase, causing the moon to appear reddish in hue. While it is very beautiful, the blood moon is actually a decrease in the moon's influence on the world. All enchantment, divination, illusion, and transmutation spells are cast at –1 caster level during the night of a blood moon regardless of whether or not the blood moon shines upon the caster.

This occurrence is often viewed by those who worship the moon as an opportunity to look inward and gain greater understanding of their own shortcomings when the moon does not shine benevolently upon them.

Blue Moon

A blue moon is the second full moon in one month. While the moon does not typically appear blue during this event, it is a rare occurrence that brings the full (empowered) moon to the fore for a second time in one month. During a blue moon, lycanthropes gain a +4 bonus to Strength, Dexterity, and Constitution when in hybrid form, but only under the unobscurred light of the blue moon.

In addition, all enchantment, divination, illusion, and transmutation spells are cast at +2 caster level while under the unobscurred light of the blue moon.

Lunar Conjunction

Campaigns set on worlds with three or more moons have the possibility for rare lunar conjunctions, when two or more of the moons line up in the sky or even overlap. Such occurrences should be extremely rare, depending upon the number of moons in the sky. A larger number makes total conjunctions (where all the moons align or overlap) extraordinarily rare, however lesser conjunctions involving only some of the moons would be more common. Requiring the conjunctions to occur during specific moon phases makes them even less frequent. When such events do occur, they might only last for a few rounds or minutes at most, making nearly any effect possible, see the lunar conjunction sidebar for some possibilities.

The Church of Linara

Beings who venerate the moon as a deity grace it with the name Linara. In religious teachings, Linara is depicted as a full-bodied human woman, middle-aged, with a matronly, caring face. She wears blue and silver robes and bears a dagger in one hand and a scroll

LUNAR CONJUNCTIONS

During a lunar conjunction, magic runs rampant and any number of effects are possible. The following suggestions present just some of the possibilities.

- All spells are empowered for the duration of the conjunction.
- Any conjuration summoning spell cast during the conjunction is permanent, although the creatures summoned are free from the caster's control after the spell's normal duration expires.
- Lycanthropes are affected by the spells *heal* and *heroism* at the start of the conjunction (CL 20th).
- Lycanthropes revert to their normal form for the duration of the conjunction.
- Any divination, enchantment, or transmutation spell cast during the conjunction is not expended and may be cast again.
- All those in the light of the conjunction suffer from madness, as per the spell *confusion* with no save, for the duration of the event.
- All those sleeping under the light of the conjunction receive the benefits of an *augury* spell with a 90% chance of success.
- Some rare event, such as a portal opening, a castle appearing, or a dark beast awakening occurs during the conjunction.

in the other. On occasion, she is also represented as a silver or blue dragon, or as a will-o'-wisp. She shares a tempestuous relationship with her husband, Solqus, the physical embodiment of the sun.

LINARA

Lesser Deity (Neutral)

Linara, also known as the Eye of Night, seeks to provide her followers with the ability to adapt to the world in the absence of the sun. She brings light to darkness, provides guidance in the form of prophecy, calms those who would be afraid, and strengthens those who feel weak in the presence of power. She promotes learning, embracing emotion as a powerful force, and change for the betterment of all.

Those who oppose her are treated not as enemies but instead as beings that have not yet seen the light of her wisdom. Indeed, the ideas of "acceptance of all" and "working for the betterment of all" are guiding ideals in the church of Linara.

Portfolio: Femininity, emotions, the senses, divination, transformation, the cycle of life, magic.

Domains: Emotion (new domain), Knowledge, Magic, Trickery.

Cleric Training: Those chosen few who follow Linara seek to bring enlightenment to the world in subtle and varied ways. Theirs is a sect of limited secrecy, guarding their knowledge but also embracing those who willingly enter their fold. Primary among their beliefs is a lofty ideal that people, while generally lost and in need of guidance, are also capable of great feats. All these lost souls need is the light of Linara to guide them to their goals. It is from these ranks that her clerics select new members to join their order, typically druids, neutral lycanthropes, rangers, rogues, and some nocturnal monsters.

The hierarchy of the church of Linara is very simple and free flowing. Inducted members are not viewed in terms of a "rank" within the church. Rather, younger clergy defer to older, more experienced clerics. Rituals or tests do not define this reverence; it is granted individually to those who have earned the respect of their fellows.

Quests: Linara's clerics work tirelessly to enlighten people by encouraging them to realize both sides of the world: "the light" (those things which live and flourish in light) and "the dark" (those things which live and flourish in darkness). While they recognize the light as a powerful force, they embrace the dark so that they might facilitate balance in the world. The dark is not viewed by the faithful as something to be feared. Instead, it is regarded as a side of the world that must be understood so that the whole of the world can exist in harmony. Quests for Linara often involve seeking out extremists and showing them the balance of their viewpoints, bringing passion to those trapped in a mundane existence, and causing change to an environment that has stagnated.

Prayers: Passion plays an important role in Linara's faithful, prompting them to great heights during prayer and services, but occasionally marking them as lunatics and zealots. While the intention of the church of Linara is benign, common people often misunderstand the overwhelming passion

EMOTION DOMAIN SPELLS

The Emotion domain, available to clerics of Linara, may also be associated with deities who have influence over the mind, passion, and madness.

Deities: Linara

Granted Power: Your understanding of the mind and emotions allows you to more easily shrug off the effects of mind-affecting spells and effects. You gain a +4 bonus on Will saves to resist mind-affecting spells and spell-like abilities.

1	**Detect Emotions:** Detects the presence and strength of emotions.
2	**Hypnotism:** Fascinates 2d4 HD of creatures.
3	**Rage:** Subject gains +2 to Str and Con, +1 on Will Saves, –2 to AC.
4	**Confusion:** Subjects behave oddly for 1 round/level.
5	**Crushing Despair:** Subject takes –2 on attack rolls, damage rolls, saves, and Skill checks.
6	**Nightmare:** Sends vision dealing 1d10 damage, fatigue.
7	**Heroism, Greater:** Gives +4 on attack rolls, saves, skill checks; immunity to fear; temporary hp.
8	**Insanity:** Subject suffers continuous confusion.
9	**Weird:** As *phantasmal killer*, but affects all within 30 ft.

SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain with the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard level.

For each class with substitution levels, you can select each substitution level only at a specific class level. When you take a substitution level for your class at a given level, you give up the class features gained at that level for the standard class, and you get the substitution level features instead. You can't go back and gain the class features for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally.

of the faithful, particularly their embrace of the dark.

Clerics of Linara pray for their spells at night, when the moon is highest in the sky. Individual clerics often view a particular phase of the moon as their own personal guiding force, as appropriate to their particular predilections.

Temples: Linaran temples are small, unadorned buildings that feature an opening in the ceiling of the worship space so that moonlight might enter the chamber and imbue the faithful with strength. Altars are round stone plinths decorated in simple yet beautiful silver tracery. Ancillary spaces always include meditation chambers where followers of the Eye of Night might focus themselves to strengthen their souls and prepare for future challenges.

Rites: Many clerics of Linara serve as advisors to people in positions of power, particularly those who seek change, providing them with divine insight and inspiring them to pursue change for the betterment of all. Clerics of Linara often oversee changes in life, including birth, rites of adulthood, marriage, and funerals.

Herald and Allies: The herald of Linara is Silverfur, an 18th-level druid werebear, who appears as a beautiful woman with long silver hair when not in bear form. Linara's allies are dire animals, lycanthropes, fey, neutral shapeshifters, and will-o'-wisps.

Favored Weapon: Dagger.

Lunar Substitution Levels

In campaigns where the moon is a significant force in the world, some classes might function a bit differently, drawing strength from the moon and its cycles. Two examples are presented here as substitution levels, the moon-warded ranger and the lunar rogue. See the substitution level sidebar for more information on how substitution levels work.

The Moon-warded Ranger

Moon-warded rangers call upon the essence of the moon to defend themselves. By forgoing attack capabilities normally afforded by the ranger class, the moon-warded ranger gains access to special defensive bonuses. This variant ranger gains all the class features of the standard ranger, except as noted.

Hit Die: d8.

Requirements

To take a moon-warded ranger substitution level, a character must worship the moon and be about to take her 2nd, 6th, or 11th level of ranger.

Class Skills

Moon-warded ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier (or four times that number as a beginning character).

Class Features

All of the following are features of the moon-warded ranger's substitution levels.

Armor of the Senses (Su): At 2nd level, a moon-warded ranger adds her Wisdom bonus (if any) to her AC. This bonus only applies when the ranger wears light armor or no armor. This bonus to AC applies even against touch attacks and when the ranger is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor greater than light, or when she carries a medium or heavy load. This ability replaces the standard ranger's combat style ability.

Skin of the Moon (Su): At 6th level, a moon-warded ranger gains damage reduction 2/– at night, regardless of whether or not the moon is visible. This damage reduction increases to 3/– under the unobscurred light of the moon. This ability stacks with damage reduction of the same type from other sources (such as a barbarian's DR). This ability replaces the standard ranger's improved combat style ability.

Indomitable Mind (Su): At 11th level, a moon-warded ranger gains immunity to mind-affecting spells and abilities, with the exception of harmless mind-affecting spells and abilities (such as *bless* and *heroism*). This ability replaces the standard ranger's combat style mastery ability.

Lunar Rogue

Lunar rogues call upon the essence of the moon to empower themselves, gaining the ability to rage and use a few moon-oriented spell-like abilities not normally available to rogues. This variant rogue gains all the class features of the standard rogue, except as noted.

Hit Die: d6.

Requirements

To take a lunar rogue substitution level, a character must worship the moon and be about to take her 4th, 8th, or 10th level of rogue.

Class Skills

Lunar rogue substitution levels have the class skills of the standard rogue class.

THE MOON-WARDED RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
2nd	+2	+3	+3	+0	Armor of the senses	Same as ranger
6th	+6/+1	+5	+5	+2	Skin of the moon	Same as ranger
11th	+11/+6/+1	+7	+7	+3	Indomitable Mind	Same as ranger

Skill Points at Each Level: 8 + Int modifier (or four times that number as a beginning character).

Class Features

All of the following are features of the lunar rogue's substitution levels.

Raging Rogue (Ex): At 4th level, a lunar rogue gains the ability to draw the moon's emotion into her, driving her into a rage, as a barbarian, once per day. This ability does not grant the rogue access to the greater rage, tireless rage, or mighty rage barbarian abilities, unless she also has the appropriate level in the barbarian class. This ability replaces the standard rogue's uncanny dodge ability.

Changing Rogue (Su): At 8th level, a lunar rogue learns one of the moon's secrets, gaining the ability to use either *greater invisibility* or *polymorph* as a spell-like ability once per day (choose one—you cannot later change your selection). This ability may only target the lunar rogue. The caster level for this spell-like ability is equal to her rogue class level. This ability replaces the standard rogue's improved uncanny dodge ability.

Empowered Rogue (Su): At 10th level, a lunar rogue discovers the moon's true power and gains the ability to use either *dominate person* or *true seeing* as a spell-like ability once per day (choose one—you cannot later change your selection). The *true seeing* ability may only target the lunar rogue. The caster level for this spell-like ability equals her rogue class level. A saving throw against the *dominate person* has a DC of 10 + 1/2 the rogue's class level + her Charisma modifier. This ability replaces the standard rogue's special ability at 10th level. Additional special abilities gained by a rogue after 10th level are treated as normal.

THE LUNAR ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+3	+1	+4	+1	Raging rogue
8th	+6/+1	+2	+6	+2	Changing rogue
10th	+7/+2	+3	+7	+3	Empowered rogue

Born Under the Moon Feats

In some extraordinary cases, the phase of the moon under which a character was born influences that character's abilities and imbues the character with a touch of magical power. Such a character gains a small bonus on two skill checks as well as a spell-like ability associated with the phase of the moon under which she was born, as described below.

Born Under the New Moon [Birth]

You were born under the new moon. The invisible moon allows you to more easily hide your actions and your true form from others.

Benefits: You gain a +1 bonus on Hide and Sleight of Hand checks and, once per day, you can use *disguise self* as a spell-like ability. Your caster level for this spell-like ability is your character level.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Born Under the Crescent Moon [Birth]

You were born under the crescent moon. The seer moon allows you to more easily see and understand others and their emotional states.

Benefits: You gain a +1 bonus on Sense Motive and Spot checks and, once per day, you can use *detect thoughts* as a spell-like ability. Your caster level for this spell-like ability is your character level. A saving throw against this spell-like ability has a DC of 10 + 1/2 your character level + your Charisma modifier.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Born Under the Half Moon [Birth]

You were born under the half moon. The balanced moon allows you to more easily balance your body and mind and avoid conflict.

Benefits: You gain a +1 bonus on Balance and Concentration checks and, once per day, you can use *expeditious retreat* as a spell-like ability. Your caster level for this spell-like ability is your character level.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Born under the Gibbous Moon [Birth]

You were born under the gibbous moon. The emotional moon allows you to more easily manipulate others with emotion and to calm animals.

Benefits: You gain a +1 bonus on Bluff and Gather Information checks and, once per day, you can use *calm animals* as a spell-like ability. Your caster level for this spell-like ability is your character level. A saving throw against this spell-like ability has a DC of 10 + 1/2 your character level + your Charisma modifier.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Born under the Full Moon [Birth]

You were born under the full moon. The empowered moon allows you to more easily force your will upon other characters and magical devices.

Benefits: You gain a +1 bonus on Intimidate and Use Magical Device checks and, once per day, you can use *command* as a spell-like ability. Your caster level for this spell-like ability is your character level. A saving throw against this spell-like ability has a DC of 10 + 1/2 your character level + your Charisma modifier.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Magic of the Moon

The following spells are appropriate to campaigns where the moon plays an important role, but can also be incorporated into other settings.

Moon's Change

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

This spell imbues a single target with enhancement bonuses to Strength, Dexterity, and Constitution. These bonuses build up, peak, and then ebb off over the course of several rounds.

On the spell's first round, the subject gains a +2 enhancement bonus to Strength, Dexterity, and Constitution. On the spell's second round, the subject gains a +4 enhancement bonus to Strength, Dexterity, and Constitution. On subsequent rounds, the subject gains a +6 enhancement bonus to Strength, Dexterity, and Constitution, until the last two rounds of the spell's duration. On the second to last round, the subject gains a +4 bonus to Strength, Dexterity, and Constitution. On the last round, the subject gains a +2 bonus to Strength, Dexterity, and Constitution.

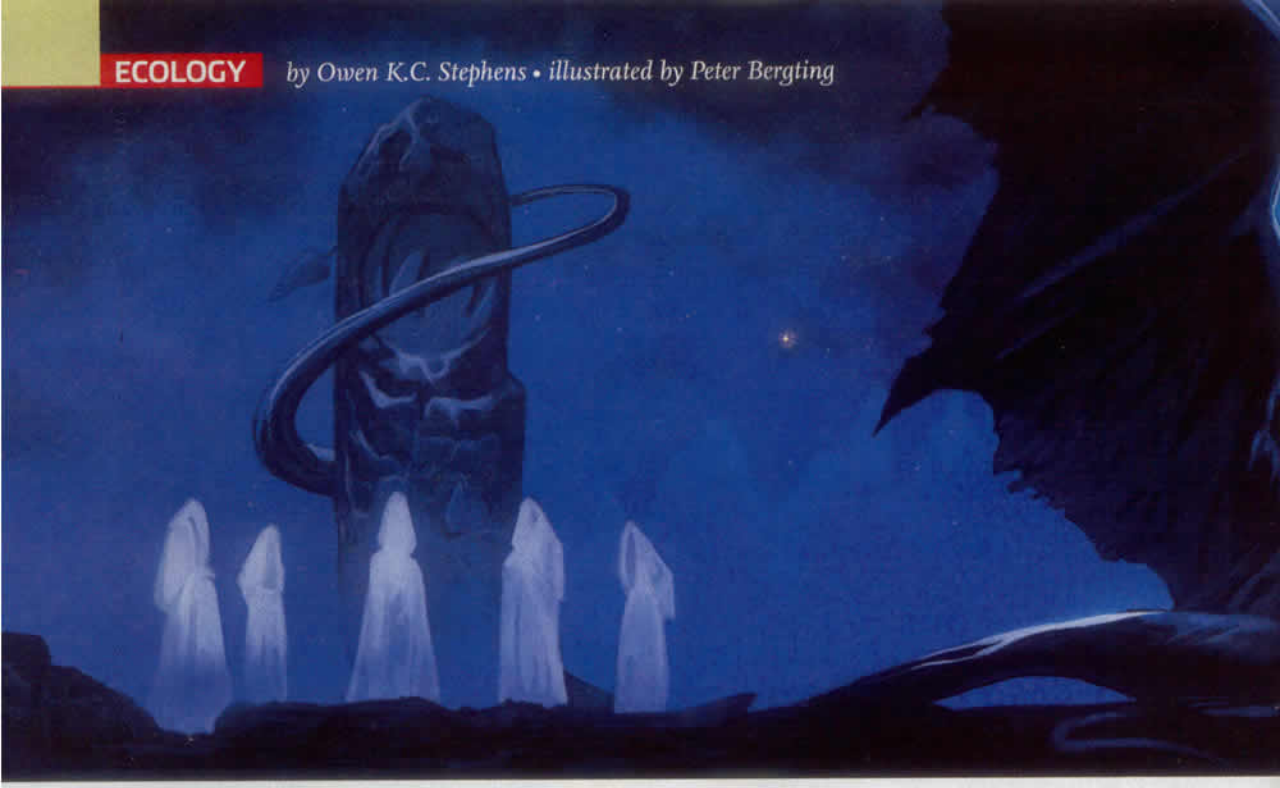
Material Component: One drop of the blood of a monster with the shapechanger subtype.

Silvered Weapon

Transmutation
Level: Clr 1, Rgr 1, Sor/Wiz 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The target of this spell is treated as a silver weapon for the purpose of overcoming damage reduction. In addition, the weapon deals +1d4 damage to monsters of the shapechanger subtype. This spell cannot be cast on natural weapons, such as claws, tails, or unarmed strikes.

by Owen K.C. Stephens • illustrated by Peter Bergting



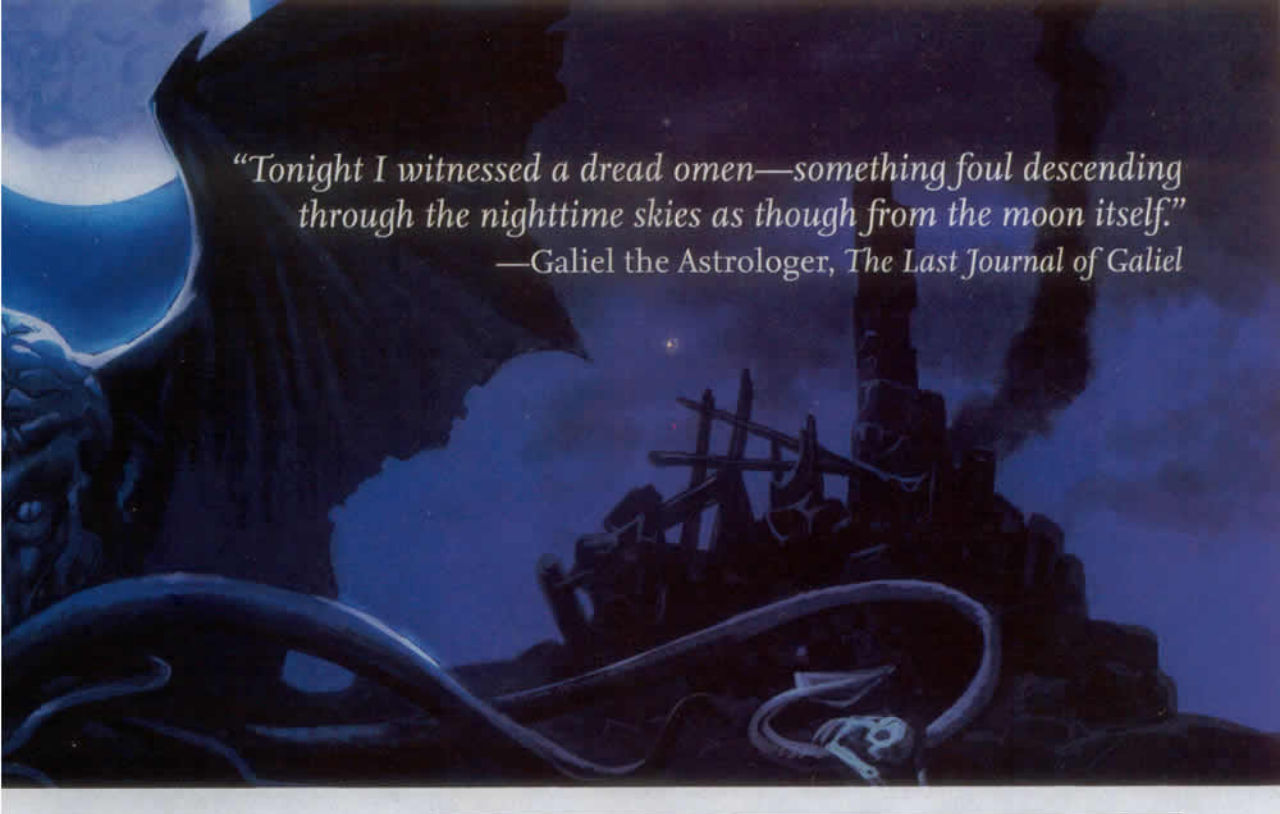
THE ECOLOGY OF THE MOONCALF

Massive and alien, rumored and feared, where the shadow of a mooncalf falls, tragedy follows. The living tools of beings distant and unfathomable, these flying terrors—masses of wings, tentacles, and sopping rubbery flesh—possess great intellect and even greater powers. Beholden of philosophies, goals, and motivations incomprehensible to any humanoid race, they cling to the highest reaches of the world, watching and waiting, malformed voyeurs and harbingers of doom.

HISTORY OF THE MOONCALF

It is no surprise that mooncalves seem otherworldly, for their racial origins trace back to beings beyond any world. From the airless voids between worlds, titanic things of immense power known only as "moongods" came into being. While other races first developed awareness on worlds nurtured by water, air, and earth, only endless expanses of cold and darkness nursed the moongods. Learning from the motion of the stars, their thoughts formed in ways utterly alien to any creature bound beneath a single sky, harmonizing them to the secrets of heavenly motions. Thus, the moongods developed astrology before any other art, holding the constellations themselves as deities of a kind.

Guided by their sacred stars, the moongods drifted through the void, eventually coming upon whole worlds of other beings. Fascinated by these blue-green orbs, the moongods sought to explore them but discovered they could not survive in the thick chemicals of air and water. Overly curious, though, many moongods peered too close, being drawn to their deaths like moths to a flame.



"Tonight I witnessed a dread omen—something foul descending through the nighttime skies as though from the moon itself."
—Galiel the Astrologer, *The Last Journal of Galiel*

Thus, the moongods created mooncalves—lesser aspects of themselves—better suited to explore these worlds. The mooncalves were given wings to fly through the thick resistance of air, as well as forms enabling them to survive and experience these new expanses of soft wetness. Birthed into the upper reaches of each world the moongods wished to explore, these creatures—half children, half living tools—were left to make whatever discoveries they could. As such, the first mooncalves came to ground, fully aware of their racial quest, the orphans of great powers that they only instinctually understand and can never reach.

PHYSIOLOGY OF THE MOONCALF

Winged, tentacled masses of muscle, cartilage, and mucus, mooncalves are horrors to behold. Bulbous and uneven, their bodies resemble large brains fixed with dead white eyes, two thick tentacles longer than their wingspan, and a protective cluster of numerous smaller tentacle arms. Nestled at the base of this mass of smaller tentacles is a razor-sharp beak similar to a squid's, within which coil a pair of long, whip-thin tongues.

KNOWLEDGE OF THE MOONCALF

The following table shows the results of a Knowledge (arcana) check as it relates to mooncalves. Diviners, astologers, and others who study omens and the stars might possess this information.

Knowledge (arcana)

DC	Result
15	A mooncalf is an intelligent, flying monstrosity that prefers high, solitary places and is often seen as an omen of ill fortune.
20	Mooncalves have keen senses and can see without the need for light. They hold control over storms and can command animals. Their strange flesh proves resistant to all but magical weapons.
25	Mooncalves are drawn to witness epic disasters. If they cannot find one occurring on their own, they are willing to manipulate events to create one. Thus, spotting one is not just an omen, but likely evidence that something cataclysmic might soon happen nearby.
30	Mooncalves believe themselves to be the tools of strange, otherworldly beings known as the moongods.

The flesh of a mooncalf is much denser than most terrestrial creatures, making it strangely resistant to nonmagical attacks. Awkward flyers, mooncalves jerk about like bait dangling on an invisible lure, but their powerful wings allow them to move like this at great speeds. Ill adapted to ground movement, earthbound mooncalves seem vulnerable. In truth their long tentacles have more than enough strength to drag their bodies about in swift, yet ungainly twitches and wet flops. A typical mooncalf's core body measures 8 feet in diameter, with a total body weight of approximately 600 pounds.

Mooncalves don't have dietary needs like other creatures. Rather than requiring certain materials and minerals to survive, mooncalves flourish by consuming any substance—organic or inorganic. While they still starve if they don't consume

at least their body weight in materials every week, such a possibility seems unlikely. Mooncalves prefer a variety of food sources, and actively avoid eating the same material twice. Living organisms, however, seem to prove different enough that a mooncalf considers two different beings two different meals. Those few who have examined dead mooncalves have found that their bodies are essentially alchemical laboratories, capable of distilling and dissolving nearly any substance the creatures consume. In effect, they can digest nearly anything that they can eat. Thorough physical examination and observation of their eating habits, some scholars have proposed that mooncalves are capable of "memorizing" whatever they eat, becoming familiar with not just their meals' tastes and textures, but gaining intimate knowledge of every element and chemical that comprised the substance or being.

These powers of perception also reveal themselves in mooncalves' telepathy, allowing them to communicate with any being within 100 feet. Although they rarely converse with creatures they deem food or part of their experiments, more cunning mooncalves sometimes use this ability to manipulate lesser beings. Their strange minds also provide them with a variety of powerful abilities, allowing them to dominate the senses of weak-willed creatures and even alter their environments, either to better suit their needs or drive off threats.

Mooncalves do not sleep, although they have no immunity to magical sleep. Many mooncalves fly constantly, spending days or even weeks in the air. On worlds where low-hanging moons or floating chunks of land can be reached through flight, mooncalves prefer these as homes, but otherwise they find high mountains, hills, or ominous abandoned towers to serve as their lairs.

No young mooncalves have ever been sighted, leading to the belief that all mooncalves are the same age, spawned from the same single

THE MOONGODS

Demigods (Neutral Evil)

Although distant, uncaring deities, the moongods do attract a small number of humanoid worshipers. Mostly, these worshipers are those seeking power through knowledge—evil diviners and astrologers who form small cults, revering the secrets the moongods possess as much as the deities themselves. Occasionally, a mooncalf forms a cult to aid it in sowing dissent and disaster.

The moongods are symbolized by a moon shrouded by the shadows of tentacles. They have no true enemies, and no driving goals, making them unusually apathetic for deities.

Portfolio: Astrology, disasters, hidden knowledge, mooncalves.

Domains: Darkness*, Evil, Knowledge, Travel.

Favored Weapon: Tentacle (for creatures that possess them) or spiked chain.

Clerical Training: Worshipers must learn all the constellations, and witness at least one major disaster during the course of their training.

Quests: The moongods are uncaring and unhearing, so they do not give their followers specific quests.

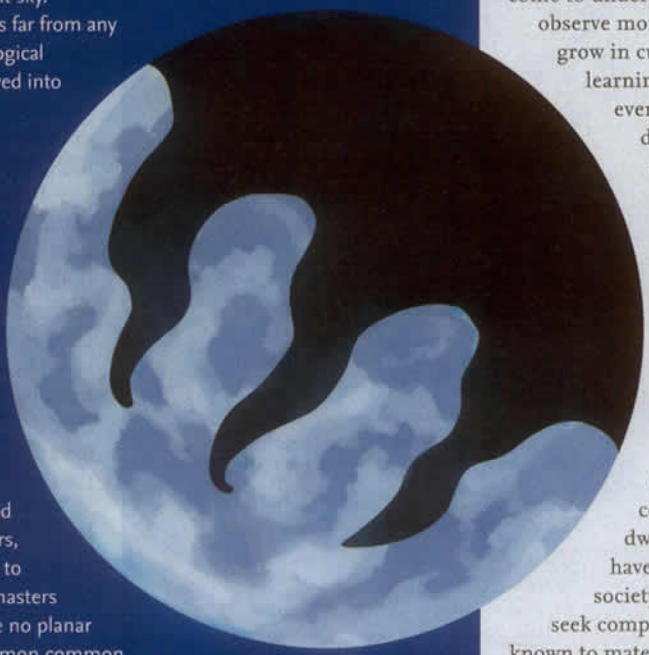
Prayers: Silent intonations of events the cleric has witnessed, which must be done while open to the night sky.

Temples: Windswept peaks far from any other habitation, with astrological signs and constellations carved into great circles of rock.

Rites: A major event, one that impacts no fewer than a thousand living, thinking creatures, must be witnessed at least once a decade. If such an event does not occur naturally, the cleric is required to arrange for one.

Herald and Allies: The moongods' herald is a massive 60 Hit Die moonlord known only as the Endless One. It has appeared over numerous epic disasters, many of which it is thought to have manipulated in their masters names. The moongods have no planar allies, and clerics often summon common fiends with *planar ally* spells.

*Detailed in the *Book of Vile Darkness* (mature audiences only).



mass birth. Only slight color variations, differing numbers of tentacles, and size distinguish between individuals. Size variation among mooncalves also proves strange, as it appears to relate to experience, events witnessed, and variety of creatures consumed. In short, every tidbit of information a mooncalf gathers seems to imperceptibly add to its bulk, eventually adding up, increasing its size as well as its already considerable powers as a moonlord.

PSYCHOLOGY AND SOCIETY OF THE MOONCALF

Mooncalves were spawned fully knowledgeable and aware of their uncaring gods. Each inherited the drive to observe and the dispassionate superiority its parents hold over all other living creatures. As such, they often seek homes upon high mountains or spires—comforted by the nearness of the stars—close to areas densely populated with animals and sentient creatures, between which they make no distinction.

Thus, mooncalves spend their lives in research and observation, but they are rarely unobtrusive onlookers. Mooncalves seek to witness major events—particularly conflicts. While a small skirmish or minor fire might sate their curiosity for a few days, mooncalves seek truly epic battles, natural disasters, and upheavals of broad scope. As they come to understand the beings they observe more thoroughly, they grow in cunning and power, learning to engineer such events. Some even turn to divination magic and astrology to predict such catastrophes, ranging far to witness titanic calamities. Regardless of their methods, those who know of mooncalves know them as harbingers of dreadful events

With no need for tools, equipment, companionship or dwellings, mooncalves have no need to develop a society of their own, never seek companionship, and are not known to mate. Rarely, more experienced mooncalves build cults or networks of spies to help them find or create the disasters they seek. Besides such exceptions, however, the only company mooncalves long for is the return of the moongods and the cold embrace of the stars above.

MOONLORDS

Although all mooncalves begin life as Large creatures, as long as they continue witnessing and experiencing new events they never stop growing.

ADVANCED MOONCALF

Most commonly, mooncalves advance by Hit Dice, gaining power as they witness more and greater tragedies, becoming titanic moonlords. Sometimes, however, they take levels of cleric, worshiping the enigmatic moongods, or adopting the path of the diviner to magically learn of impending calamities.

MOONLORD **CR 16**

Advanced mooncalf
NE Gargantuan magical beast
Monster Manual II 150
Init +6; **Senses** blindsight 100 ft., darkvision 100 ft., keen senses, telepathy; Listen +15, Spot +19

AC 27, touch 8, flat-footed 25
hp 465 (28 HD); **DR** 10/magic
Fort +23, **Ref** +21, **Will** +16

Spd 40 ft. (8 squares); fly 150 ft. (poor)
Melee 2 tentacle rakes +27 melee (4d6+23/19–20) and 6 tentacle-arms +22 (2d6+16)*
Space 20 ft.; **Reach** 20 ft., 50 ft. with tentacle rake
Base Atk +28; **Grp** +53
Attack Options Cleave, Power Attack
Special Attack bite, improved grab
Spell-like Abilities (CL 9):
1/day—*call lightning* (DC 13), *control weather*, *control winds* (DC 15), *dominate animal* (DC 13), *greater magic fang*, *protection from elements*, *quench* (DC 13), *resist elements*

Abilities Str 36, Dex 14, Con 32, Int 22, Wis 22, Cha 11
SQ Tentacles
Feats Alertness, Blind-Fighting, Cleave, Combat Expertise, Improved Critical (tentacle rake), Improved Initiative, Improved Trip, Iron Will[B], Lightning Reflexes[B], Omen of Crows, Omen of Storms, Power Attack, Toughness[B]
Skills Concentration +39 Hide +26, Knowledge (arcana) +36, Knowledge (history) +36, Knowledge (local) +36, Listen +36, Spellcraft +36, Spot +36

Bite (Ex): With each successful grapple check a mooncalf automatically hits a grabbed opponent with its bite attack, dealing 4d8+6 points of slashing damage.
Improved Grab (Ex): If a mooncalf hits an opponent of Gargantuan size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite attack in the same round. Thereafter, the mooncalf has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (–20 penalty on grapple check, but the mooncalf is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle rake and bite damage.
Tentacles: An opponent can attack either of a mooncalf's tentacles as if they were weapons (see Sunder on page 158 of the *Player's Handbook*). Both of a mooncalf's tentacles have 20 hit points. If the mooncalf is currently grappling a target with a tentacle, it usually uses another limb to make its attack of opportunity against the sunder attack. Severing a mooncalf's tentacle deals damage to the creature equal to half the limb's hit points. A mooncalf regrows a severed limb in 1d10+10 days.
Keen Senses (Ex): A mooncalf sees four times as well as a human in low-light conditions and twice as well in normal light.
Spell-like Abilities: A mooncalf's spell-like abilities are Charisma based.
* Includes adjustment for 10-point Power Attack.

Some mooncalves have been documented as having grown to nearly 20 feet in diameter with tentacles more than 50 feet long. As the creature grows, it becomes more and more like the unknowable moongods that spawned it, gaining a touch of their otherworldly abilities. Many mooncalves turn to spellcasting at some point in their lives, channeling their innate power into magic. Those that don't, however, eventually become Gargantuan and are considered moonlords, creatures that challenge even evil dragons as threats to the world around them.

HARBINGER FEATS

Upon advancing to 28 Hit Dice, a mooncalf becomes a moonlord and gains the potential to actually bring about evil omens. These are acquired in the form of harbinger feats, motes of otherworldly power moonlords use to tap into their moongod heritage. All harbinger feats are supernatural abilities, and require an hour to use, creating an aura centered on the moonlord that lasts for 24 hours. A moonlord can only use one harbinger feat per week. Characters within an affected area may make a DC 25 Knowledge (arcana) check to realize the omens they are seeing point toward a single, magical source for the ill fortune befalling the area.

MIXED OMENS

Multiple bad signs appear throughout the land.

Prerequisite: Any three harbinger feats, mooncalf, 28 HD.

Benefit: A mooncalf with Mixed Omens can use two different harbinger feats in one week. The feats may be used concurrently.

Normal: A mooncalf can only use one harbinger feat a week.

OMEN OF BONES

A faint breath of rot pervades the land.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with this feat taints the region in an aura of death. All undead within a 50-mile

radius gain turn resistance +2. This stacks with any turn resistance the creature might already possess.

Ghostly glimpses, distorted reflections, and eerie mirages haunt an area under an Omen of Bones.

OMEN OF CROWS

The land seems dark, as though it were but one vast graveyard.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Crows can create an aura that dampens healing magic. Within a 50-mile radius, all *cure* spells heal one less hit point of damage per casting.

An area under an Omen of Crows is often infested with crows or similar scavenging birds.

OMEN OF FLIES

Pestilence spreads through the land.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Flies can create an aura that strengthens diseases of all kinds. Within a 50-mile radius, all saving throws against disease take a –2 penalty.

An area under an Omen of Flies is often infested with flies, maggots, and other insectile vermin.

OMEN OF LOSS

Memories become lost and history fades away.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Loss can create an aura of forgetfulness. All creatures within a 50-mile radius take a –2 penalty on all bardic knowledge rolls and Knowledge skill checks.

A thick mist and haunting lights settle over a land afflicted by an Omen of Loss.

OMEN OF SNAKES

Poison becomes more virulent.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Snakes can create an aura that strengthens poisons and venoms of all kinds. Within a 50-mile radius, all saving throws against poison take a –2 penalty.

An area under an Omen of Snakes is often infested with snakes.

OMEN OF STORMS

A feeling of dread settles over the land.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Storms can create an aura that spreads fear and unease. Within a 50-mile radius all creatures with an Intelligence score of 3 or lower must make a DC 15 Will save or be shaken for the whole day.

An area under a Omen of Storms has cloudy, stormy weather.

ALTERNATIVE MOONCALF ORIGINS

The idea of mooncalves being spawned by a race of alien gods that exist in the void between worlds isn't appropriate for all cosmologies. Without changing their basic behavior, it's possible to use an alternative origin for mooncalves to bring them more in-line with any campaign world. A few examples are presented here:

Aberrant Creations: Although mooncalves believe themselves to be the spawn of otherworldly deities, they might in truth have been constructed as servants of illithids, grell, or any number of other aberrant creatures. Mooncalves might have escaped their original masters, or they might be unknowingly vulnerable to the magic or psionic powers their progenitors use to secretly control them.

Alternatively, within recent memory the illithid god Maanzecorian was destroyed. The moongods might embody the lingering fragments of that deity's sundered divinity, or be the remnants of Maanzecorian's orphaned herald.

Fiendish Origins: The moongods might actually be a single evil deity who uses mooncalves as its primary agents in the mortal realm. Alternatively, mooncalves might be a new breed of fiendish inhabitant belched from the pits of Carceri, Gehenna, or Hades.

Other Planes: The unknowable creatures that created the mooncalves might actually be natives of the Astral Plane. It's not the space between worlds they inhabit, but the space between realities. Mooncalves seek high places because the rarified air is more like astral space, which they have no innate way of returning to.

Alternatively, mooncalves are inscrutable, alien horrors, making them perfect vanguard agents of some intelligence from either the depths of the Ethereal Plane or the Far Realm (see *Dragon* #330).

ORIGINS OF THE MOONCALF

The otherworldly mooncalf first appeared in Dungeons & Dragons in the opening scenes of the adventure *Heart of Nightfang Spire*. Alien and unknown, this monstrosity graced the module's cover with its pseudonatural presence.

Besides merely being a creation of D&D, however, the word "mooncalf" appears in many dictionaries, defined as a fool, a freak, or an deformed embryo, afflicted by the corruptive influence of the moon. The word also appears most notably in the works of Shakespeare as an insult leveled toward the character Caliban in Act III of *The Tempest*.

The mooncalf currently appears in the *Monster Manual II* and has statistics updated to D&D 3.5 available at **wizards.com/dnd/files/DnD35_update_booklet.zip**.

AGE OF WORMS

by F. Wesley Schneider • illustrated by Eva Widermann

Wormfood

Surviving the Age of Worms Adventure Path

Making an Entrance

While the pages of *Dungeon* magazine present everything a DM needs to run the Age of Worms Adventure Path, every month *Dragon* gives the players of that—or any other campaign—tools to enhance their gaming experience.

You've slain the dragon and saved the town. That's the easy part. Now the king, his entire court, and a legion of the most prestigious and influential personalities in the land want to meet you and, worst of all, you have nothing to wear!

In nearly every character's life there comes a time to hobnob with the rich and famous of the realm. Such meetings serve as proof that the character has finally hit the big time and is worthy of great people's time and attention. Yet, in many cases, purchasing a few underused side items from the *Player's Handbook* serves as the only preparation for such events. These simple fineries, though, do little to simulate the pomp and ostentation many real world aristocrats and celebrities put into their presentation. Considering worlds where magic and marvelous beasts are available for sale, the measures of excess and showmanship one might go to in the name of fashion are limitless.

Presented here is a new system meant to reward players who make an appearance beyond that provided by a basic noble's outfit and jewelry. The following adornments, services, and attendants all provide "style points" toward netting a character bonuses on Charisma-based skill checks made toward a certain group or class of people. Many have an associated cost in gold pieces or time that must be met to gain the noted number of points. For every 10 style points you accrue, you gain a +1 bonus on all Charisma-based skill checks made toward a certain class of people—in this case, the wealthy and elite—for 1 day.

For those playing the Age of Worms Adventure Path currently being published in *Dungeon*, all of the luxuries and accouterments described here come from the town of Alhaster in the Bandit Kingdom of Redhand. This city is described in detail in *Dungeon* #131, and the fashion system presented here could prove particularly useful in the adventure "The Prince of Redhand," also appearing in that issue.

Preparation

"Trust me, darling, you'll look fabulous."

Characters might gain style points from numerous forms of preparation.

Miomay's Playhouse: A hairdresser at the playhouse, Ril Shimeise, accepts outside customers on the side. An artist whose medium is hair and makeup, Shimeise's work has a distinctly theatrical style, making frequent use of flamboyant make-up, towering coiffures, and even subtly placed prosthetics.

Cost: 2 hours and 50 gp; *Style Points:* +2.

The Deluxury: A standard service of this den of pleasures is "The Soak," a series of custom baths and massage regimens meant to relieve specific stresses. While a mint bath with an hour long massage of the left hand should relieve anxiety related to meeting new people, a 2-hour-long steam bath heated by ipt-wood fires followed by an equally long scalp massage should thoroughly prepare one to meet royalty.

Cost: 1 hour and 50 gp (mint bath) or 4 hours and 250 gp (steam bath); *Style Points:* +2 (mint bath) or +4 (steam bath).

The Scarlet Spire: Aside from being the mistress of death and magic, Wee Jas is also the goddess of vanity. This temple of the Stern Lady in Alhaster makes a tidy profit on the side, anointing dandies and debutantes with specially formulated holy tinctures. Those who allow a cleric of Wee Jas to dab these blood-colored liquids upon their foreheads gain a barely perceptible crimson glow that persists for 1 day (this glow provides no appreciable illumination).

In addition to the noted style points, those under the effects of this blessing gain a +1 bonus on Diplomacy checks when dealing with servants of Wee Jas for 1 day.

Cost: 300 gp; *Style Points:* +4.

WHO ARE YOU WEARING?

"That's so last season. Let me show you what they're all wearing in the Free City."

A character can only wear clothing and gain style points from one clothing shop.

Alexstrasia's Boudoir: Specializing in women's clothing, Alexstrasia's provides the cutting edge of fashion to a "deserving" few. Alexstrasia herself is a prudish old woman, steeped in her own classist nature and impeccable personal sense of fashion. Her designs, however, show that much of her self-superiority is well deserved. Any who wish to purchase a dress made by Alexstrasia must succeed at a DC 20 Diplomacy check to prove herself worthy of Alexstrasia's work. Those who fail are curtly told to leave, while those who succeed must undergo a laborious fitting and tailoring process.

Cost: 3 hours and 800 gp; *Style Points:* +7.

Lafond's of Alhaster: Something akin to a royal court itself, any who enter Lafond's are immediately set upon by a legion of attendant tailors, seamstresses, and wine and hors d'oeuvre-bearing servants. The height of high fashion, nearly all of the shop's formal wear is cut of a strange white material, mysteriously prone to degrading after only a week or two's time. For that period, though, they are considered well worth the expense. These clothes are in fact created with the help of three enslaved ettercaps kept below Lafond's that supply a specially treated fabric made from their webbing.

In addition to the noted style points, those wearing a gown or suit from Lafond's gain a +1 bonus on Diplomacy checks when dealing with araneas, drow, ettercaps, and other intelligent spider lovers.

Cost: 1 hour and 600 gp; *Style Points:* +6.

Patchwork: Situated near Alhaster's seediest docks, Patchwork is the store of Marissa Crumn, a frazzled human seamstress and mother of nine. Catering to the clothing needs of her brood has made Marissa a wonder with a string and needle and her creations—those that she can make when not chasing her rambunctious children about the city—are some of the most stylish secrets in Alhaster.

Those who wish to buy clothing from Crumn's shop must first make a DC 24 Gather Information check to even learn of her store. She must also have either a full day without interruption to tailor special orders or five days if her children distract her.

Cost: 1 day or 5 days and 60 gp; *Style Points:* +4.

ACCESSORIES

"Now for the pièce de résistance."

Characters might find any number of fashionable "finishing touches" about Alhaster that add to their total number of style points.

Bottles and Bits: An overpriced junk shop hidden in one of Alhaster's worst slums, Bottles and Bits holds a trove of treasures amid more common junk. While antique broaches and ancient military badges might be all the rage, no one of reputation wants to be seen near the place.

Those who wish to buy from Bottle and Bits must make a DC 18 Hide check to avoid being seen near the store. Failing this check results in the loss of –2 style points.

Cost: 30 gp (average); *Style Points:* +3.

Hopefield Haberdashery: A halfling obsessed with his work, Ghim Hopefield makes the finest and most extravagant hats in Alhaster. The pride of his creations is a woman's hat fit for a cloud giant, which hangs from the ceiling of his store. Willing to go to any length or extreme for his creations, Hopefield often integrates the pelts and plumage of rare or dangerous animals into his works to extraordinary effect.

Because of the materials Hopefield uses in his designs, anyone wearing one of his hats takes a –1 penalty on Charisma-based skill checks when dealing with druids, rangers, clerics of nature deities, or other nature lovers.

Cost: 200 gp; *Style Points:* +3.

Iomandi's Wonders: A curio shop with a flair for the dramatic, magic plays over much of the store's merchandise. From tiaras constructed of burnt out *ioun stones* to buckles, buttons, and links accented in permanent *faerie fire*, spellcasters of all walks eagerly pay Iomandi's outrageous prices.

In addition to the noted style points, those wearing jewelry from Iomandi's gain a +1 bonus on Diplomacy checks when dealing with wizards, sorcerers, and magic-obsessed creatures.

Cost: 800 gp (average); *Style Points:* +5.

HERALDS AND ATTENDANTS

"My lords and ladies, your attentions please!"

Whether a personal herald to announce one's arrival or a secretary to mange a social calendar, attendants say much about a character's importance and add style points. Attendants charge by the hour and tradition holds that, even after performing their roles, assistants are paid for the duration of the event. Those who dismiss their servants before the celebration ends lose –2 style points per attendant. Characters can have as many attendants as they're willing to pay for.

The Erroneous Midge: A half-crazed gnome with delusions of fame, the Erroneous Midge (CN gnome bard 3) wants nothing more than to serve as the personal jester of Prince Zeech. Unfortunately, the prince recently took a new fool, who he seems quite happy with. Thus, the Erroneous Midge holds a one-sided enmity toward the prince's spriggan jester, the Ominous Fabler, and does all he can to ruin the fey's performances and announcements. While the gnome is an amusing servant and a flamboyant announcer, characters might have to prevent him from taking his hatred of the Prince's jester too far.

Cost: 5 gp per hour; *Style Points:* +3.

Inga Trolworp: A prudish secretary and a scholar of manners, Mrs. Trolworp (LN human aristocrat 5) is one of the most skilled coordinators and personal managers in Alhaster. The purse-lipped, white-haired spinster provides her master with curt instructions on etiquette and high society throughout the evening, translating into a +2 bonus on skill checks related to local customs and manners.

Cost: 7 gp per hour; *Style Points:* +3.

FOR THE DM

Those who wish to make further use of this system might adapt it to provide bonuses when dealing with other social classes, specific organizations, whole races, or any number of other noteworthy groups. While a character might not dress in jewelry and normal frippery to impress a group of dwarves, a well-braided beard and a keg of ale might make interaction far easier.

Shrieking Sammi: A slightly "off" urchin from the city slums, Sammi (CG human commoner 1) is barely fifteen years old and eagerly wants to meet the prince. If she can convince a character to let her attend him at Prince Zeech's celebration she does her best to be the loudest herald ever, belting out an introduction in a shrill scream. This piercing announcement offends every partygoer except for the prince himself, who becomes quite entertained by the girl and might have her introduce her master multiple times. A character who brings Sammi to the celebration takes a –1 penalty on Diplomacy checks for the entire event, except when dealing with Prince Zeech, with whom she gains a +1 bonus on Diplomacy checks.

Cost: None; *Style Points:* +1.

Siobhan: An exotic half-elven beauty of wild elf ancestry, Siobhan (N half-elf rogue 3) lives by her stunning appearance and irresistible charms. Once, at any point during the night, Siobhan's master can have her "warm up to" a specific partygoer. This social seduction takes at least 2 hours to perform and the DM determines whether or not the attention is welcome. If it is, Siobhan's master gains a +1 bonus on all Charisma-based checks made toward that character for the rest of the celebration. If targeted, Prince Zeech blatantly ignores Siobhan's advances, wasting her ability for the evening.

Cost: 10 gp per hour; *Style Points:* +4.

 by Mike Mearls • illustrated by Tom Fowler

ITEMS OF THE ZODIAC

The zodiac of the D&D game consists of a variety of magical beasts and monsters, each of which embodies a set of traits and attributes supposedly displayed by those born under its constellations. Spellcasters created the following items to embody the various signs of the zodiac. Some folk employ them to illustrate their link to a specific sign, while most adventurers find their magic traits desirable regardless of their birth signs.

BASILISK'S MASK

This bronze mask is carved to resemble a leering reptile.

The mask's wearer always succeeds on his saving throws against gaze attacks. He also gains the benefits of the Diehard feat while wearing the mask. Finally, if reduced to –10 or fewer hit points, the wearer does not die until the end of his next turn. Until that point in time, he can receive healing and other effects that raise his hit points back above –10, to avoid death. If the healing received brings the wearer above –10 but not up to at least 0, he does not bleed and is considered stable. Each time this ability activates a single crack appears in the mask's surface. Once the mask has cracked in this manner three times it falls to pieces, its magical power spent.

Moderate necromancy; CL 7th; Craft Wondrous Item, *blindness, death ward;* Price 35,000 gp; Weight 2 lb.

BRACERS OF THE CHIMERA

This set of lacquered wooden bracers bears silver-inlaid etchings depicting the chimera. *Bracers of the chimera* grant a +2 armor bonus at all times and have three additional powers that can each be used once per day. When activated, the bracers briefly transform the wearer's forearms and head into the three heads of the chimera. This does not cause the wearer to drop any held items.

Dragon: Breath, 30-foot cone of fire, 6d6 fire damage, DC 14 Reflex for half.

Goat: Knockback slam, 1d6 bludgeoning damage, bull rush (Str 25, size Large).

Lion: Roar, 30-foot cone, 2d4 sonic damage, deafened 1d6 rounds, DC 13 negates deafness.

Moderate evocation; CL 6th; Craft Wondrous Item, *bull's strength, fireball, shout;* Price 12,400 gp; Weight 1 lb.

CLOAK OF THE DRAGON

Crafted from the skin of a blue dragon, this magic cloak embodies the true essence of the sign of the dragon. It grants a +2 enhancement bonus on all Charisma checks and Charisma-based skill checks. In addition, the cloak's wearer gains a regal bearing that makes him an ideal leader. Once per day, the cloak's wearer can impart a +1 morale bonus on his allies' attacks and saving throws for 1 minute. All allies who stand within 60 feet of the cloak's wearer and are able to see him gain this benefit.

Moderate transmutation; CL 6th; Craft Wondrous Item, *bless, eagle's splendor;* Price 8,400 gp; Weight 1 lb.

DRYAD'S HELM

This steel, visored helm has a green plume set upon its top and the image of an oak tree inscribed upon each side. When worn, this helmet grants its user the most highly regarded trait of the sign of the dryad: the faith and steadfast determination needed to protect allies and loved ones.

When the helmet's wearer strikes an opponent with a melee attack on his turn, that foe takes a –1 penalty on attacks against all targets except the wearer of the *dryad's helm*. This bonus increases with each successful attack to a maximum penalty of –5. This penalty lasts for 1 round. Only one creature at a time can suffer this penalty. The helm's wearer decides to impart the penalty, or withhold it for a different target, as a free action.

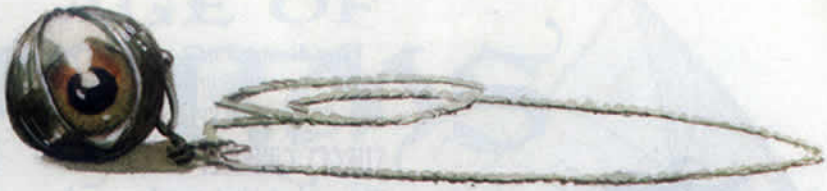
Faint enchantment; CL 3rd; Craft Wondrous Item, *enthrall;* Price 4,000 gp; Weight 1 lb.

ETTIN'S CLUB

This cruel-looking, gnarled *+2 greatclub* is set with dozens of short barbs and spikes. When making an attack, the club's user may attack a random creature within his reach instead of choosing the target of his attack. The wielder randomly determines this target from among all threatened creatures, both friends and foes. The *ettin's club* grants its user an additional +2 bonus on the attack and deals +1d6 points of extra damage against this randomly determined target.

This ability activates automatically before each attack. The wielder cannot suppress this effect. Needless to say, warriors who favor the ettin's club tend to fight alone while their allies keep a safe distance back.

Faint enchantment; CL 5th; Craft Wondrous Item, *rage;* Price 18,300 gp; Weight 4 lb.



EYE OF THE BEHOLDER

This necklace consists of a mithral chain set with a small, metal sphere. Three times per day, the necklace's wearer can command the sphere to open, revealing a living eye set within it. The eye darts back and forth, focusing its gaze on each living creature in the area. It remains open for 1 minute. During this time, the amulet's wearer gains a +5 bonus on all Sense Motive checks. In addition, while the eye is open its wearer gains darkvision with a range of 120 feet and ignores the effects of concealment on melee attacks (but not ranged attacks).

Moderate divination; CL 7th; Craft Wondrous Item, *darkvision, discern lies;* Price 8,700 gp; Weight —.

HARPY'S CAP

This black velvet tricorn hat is studded with six feathers taken from a harpy. The hat's wearer can remove one of the feathers to gain a specific effect. Each feather may be used once, and when all six feathers have been used the cap loses its magical properties. When the wearer activates the cap he chooses one of the following effects.

- A +5 bonus on Bluff, Diplomacy, Intimidate, and Perform checks for the next 5 minutes.
- A +10 bonus on the wearer's next Diplomacy or Intimidate check. This check must be made within 1 minute.
- An additional use of the bardic music ability, as long as the wearer has that class ability. The wearer must use the bonus bardic music on the same round that he activates the cap.

Note that the cap's different bonuses stack with each other, but each source of a bonus does not stack with itself. The cap's wearer could, for example, expend one feather for a +5 bonus on skill checks, then a second feather for a +10 bonus on a single Diplomacy check for a total bonus of +15. The wearer could not, however, pluck three feathers for a +30 bonus on his next Intimidate check.

Faint transmutation; CL 3rd; Craft Wondrous Item, *eagle's splendor;* Price 3,000 gp; Weight 1 lb.

KRAKEN'S BRACELET

This arcane treatment embodies the sign of the kraken's broad range of knowledge and ability to extend its reach to a staggering array of interests and areas.

A *kraken's bracelet* is forged of silver and crafted to resemble numerous tentacles linked together. The bracelet's wearer can use Knowledge skills untrained. In addition, he gains a +2 insight bonus on all Intelligence-based skill checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *fox's cunning*; Price 8,000 gp; Weight —.

RING OF THE HYDRA

The *ring of the hydra* embodies the resilient, unstoppable nature of those born under the hydra.

This golden ring is set with nine slender, snakelike hydra heads. As an immediate action, the ring's wearer can activate its magical powers. When used, the ring allows its wearer to reroll a saving throw. The decision to reroll a save must be made after rolling the die but before learning if the save succeeded or failed. The wearer must take the result of the second roll, even if it is worse than the original roll.

Each time the ring is used, one of the heads mounted upon it crumbles to dust, with the number of heads indicating the charges remaining.

Faint divination; CL 5th; Craft Wondrous Item, *aid, clairaudience/clairvoyance*; Price 18,000 gp; Weight —.

STIRGE'S GAUNTLET

This wicked, black metal armored glove has long, slender spikes mounted at the end of each finger and acts as a +1 *spiked gauntlet*. In combat, the gauntlet's wearer can use it to make an armed attack. In addition, once per day the *stirge's gauntlet* can drain blood from a target, sapping the target's strength while revitalizing its wearer. The gauntlet's wearer heals damage equal to the amount of damage dealt with it. Activating this ability is a swift action. It discharges on the next successful attack made with the gauntlet. The gauntlet's special ability fails to function against nonliving targets, but the gauntlet's magic is still discharged if used to attack a nonliving creature.

Faint necromancy; CL 5th; Craft Wondrous Item, *vampiric touch*; Price 5,305 gp; Weight 1 lb.

UNICORN'S SHIELD

This white adamantine +2 *heavy shield* is emblazoned with the sign of a unicorn. If the *unicorn's shield* is used to make a shield bash attack as part of a charge, its true magical nature becomes apparent. The shield bestows an additional +2 bonus to AC for 1 round and the shield bash attack deals double normal damage. These benefits apply only during a charge.

Moderate transmutation; CL 6th; Craft Wondrous Item, *bull's strength, shield of faith*; Price 9,170 gp; Weight 15 lb.

WYVERN'S DIE

This strange magic item embodies the great swings in fortune those born under wyvern embrace over the dull routine of a predictable existence.

A *wyvern's die* has twelve faces, each scribed with a symbol of the zodiac. Once per day, the bearer of this item can roll the *wyvern's die* to influence his fortune for the next 24 hours.

The die's effect lasts for one day. After that, the magic it imparts fades, allowing the die to be rolled for a magical effect once again. A single person can gain only one benefit from this die per day. Rolling a second *wyvern's die* while still under the effects of the first yields no result but still discharges that die's daily use. Rolling the same *wyvern's die* twice yields no result for the second roll.

An effect that discharges (such as The Wyvern) can only be used once and ends the effect for the day. You must wait until the next day in order to roll again and gain a new effect.

To determine the *wyvern die's* effect, roll 1d12 and consult the following table.

Strong universal; CL 13th; Craft Wondrous Item, *limited wish*; Price 10,000 gp; Weight —.

Roll	Symbol	Effect
1	The Beholder	+2 bonus on all Spot checks.
2	The Harpy	+2 bonus on saves against mind-affecting effects.
3	The Ettin	Whenever you roll an odd number on any die, subtract 1 from the result. When you roll an even number on any die, add 1 to the result.
4	The Dryad	+1 insight bonus to Armor Class.
5	The Stirge	+2 bonus on all opposed checks.
6	The Wyvern	Gain a +4 bonus on one d20 roll of your choice*.
7	The Dragon	+2 bonus on Intimidate checks.
8	The Unicorn	Use *detect evil* at will. Caster level equal to your HD.
9	The Hydra	+1 morale bonus on saving throws.
10	The Chimera	+2 bonus on Diplomacy checks.
11	The Kraken	+1 bonus on one skill of your choice.
12	The Basilisk	Heal 10 hit points as a swift action*.

*Using this ability ends the effect for the day.

by Greg Marks • illustrated by David Bircham

The Twilight Codex

The elven mage Cirath Iyshane spent his life exploring the mysteries of the night sky and the cryptic patterns formed by the stars and celestial bodies. Applying much of what he learned to magic, he discovered strange symbols in the movements of the heavens and deeper mysteries in unearthly bodies. Realizing he had stumbled across greater secrets than he could ever hope to fathom, even in his long lifetime, he cataloged his discoveries in a journal he called the *Twilight Codex*. As his work progressed, however, it became apparent that some constellations held magical meanings and that more than serendipity seemed to be at work in the night's ballet. Thus, the *Twilight Codex* become one of the most unlikely yet remarkable spellbooks ever penned.

Iyshane's research was cut tragically short, though. Not long after revealing his discoveries to an incredulous group of colleagues, the elven wizard's observatory home was attacked by a pack of werebeasts, seemingly intent on destroying the stargazer's work. In the raid, all of Iyshane's notes and star charts were destroyed and the *Twilight Codex* stolen.

Bound in black leather, upon its surface the *Twilight Codex* bears the image of a silver crescent moon. Within, page after page of notes detail hundreds of constellations, along with the arcane significance of each. Since its creator's death, the tome has resurfaced numerous times, often in the hands of some mysterious lycanthrope spellcaster. Those who have pursued the book hoping to reveal the secrets of the stars have found the tome elusive—as insubstantial as moonlight.

GUIDING STAR

Divination
Level: Drd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

This spell calls an insubstantial mote of starlight, which descends from the sky and orbits around your head. The *guiding star* sheds light equal to a candle and can be commanded to lead you toward any place you've previously visited. Once ordered to find a location, the *guiding star* stops orbiting and points like a compass in the direction of the location named. The star makes no adjustments for barriers or obstructions, hovering inches from you in the direction of the location it seeks. The guiding star merely orbits your head if not commanded to proceed to a location, if you have never been to the desired location, or if the location named is not on the same plane of existence.

LUNACY

Enchantment (Compulsion) [Mind-Affecting]
Level: Drd 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You curse the target with a form of madness tied to a moon. On the night of a full moon, a target affected by this spell is unable to independently determine what to do in a manner similar to the *confusion* spell. Roll once on the following chart each time the target is affected by the full moon (a time occurring once a month as determined by the DM). The target behaves accordingly for that entire night whether he can see the moon or not.

Upon casting this spell, you must designate a task that will end the spell. The task cannot force the victim to commit suicide, although it might be extremely dangerous for the victim. Upon being affected, the victim immediately knows how to lift the curse. Only the completion of this task or a *break enchantment*, *miracle*, or *wish* spell can end the spell's effect.

Blackout: The DM takes control of the spell's victim for the duration of the night.

Catatonia: The target passes out and cannot be awakened by any means.

Delusion: The target spends the entire night talking to inanimate objects, refusing to move, finding new objects to talk to if forcibly moved. Nothing short of magic or physical force can compel the target to stop talking.

Fixation: The target moves to a random location within sight and refuses to move from that spot, attempting to return there if forcibly moved.

NEW SPELLS WITHIN THE TWILIGHT CODEX

The *Twilight Codex* contains many spells with the darkness descriptor found in the *Player's Handbook*, as well as purportedly "new" spells recorded by the book's author. While Iyshane was perhaps the first modern wizard to pen these spells, it is suspected that numerous circles of druids have known of this magic for centuries, and as such might have access to spells thought to be exclusive to the *Twilight Codex*. Deities of the moon, stars, and sky also sometimes grant their most favored clerics access to these spells.

Amid its treatises on the moon and maps of the constellations, one can find the following new spells within the *Twilight Codex*.

Cleric Spells

1st-Level Cleric Spell
Motes of Moonlight: Creates an illuminating beam of moonlight.
3rd-Level Cleric Spells
Moonbridge: Solidifies moonlight into a bridge.
Sever Ties of the Moon: Gives a lycanthrope increased control of its shape, but fatigues it.

Druid Spells

1st-Level Druid Spells
Guiding Star: Creates a light that guides you somewhere you've been before.
Motes of Moonlight: Creates an illuminating beam of moonlight.
3rd-Level Druid Spells
Moonbridge: Solidifies moonlight into a bridge.
Sever Ties of the Moon: Gives a lycanthrope increased control of its shape, but fatigues it.
Shooting Star: Rains burning stars down upon your enemies.
6th-Level Druid Spell
Lunacy: Curses a victim with madness tied to the moon.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spell
Guiding Star: Creates a light that guides you somewhere you've been before.
2nd-Level Sorcerer/Wizard Spell
Shooting Star: Rains burning stars down upon your enemies.
3rd-Level Sorcerer/Wizard Spell
Sever Ties of the Moon: Gives a lycanthrope increased control of its shape, but fatigues it.
6th-Level Sorcerer/Wizard Spell
Lunacy: Curses a victim with madness tied to the moon.

Flee: The target moves in a random direction at top speed, moving for the entire night.

Murderous: The target attacks the nearest creature. If no creatures are present, the target seeks out others to attack. Nothing short of killing or incapacitating the target can prevent him from attacking other creatures.

Rage: The target begins randomly destroying all unattended objects within sight. Once everything is destroyed, the target moves on, searching for more to destroy. The target spends no more than 1 minute trying to destroy a specific object before moving onto another object.

Schizophrenia: The target's alignment changes to the opposite of what it normally is (lawful good characters become chaotic evil, lawful neutral characters become chaotic neutral, and so on). Neutral creatures roll randomly to determine their new alignments.

Suicidal: Once an hour the target must make a Will save. If he fails, he attempts to kill himself in the quickest way possible. The subject takes no other action on his turn except to harm himself. If armed, the target attacks himself as a full-round action. Such an attack automatically succeeds and deals damage as a critical hit. If unarmed, the target moves to harm himself by provoking attacks of opportunity from enemies, leaping off cliffs, throwing himself into fires, and so on.

Material Component: Three drops of blood from a natural lycanthrope.

Random Lunacy Behaviors

d%	Behavior
01–5	Act normally
6–15	Delusion
16–25	Fixation
26–35	Flee
36–50	Schizophrenia
51–65	Catatonia
66–75	Rage
76–85	Murderous
86–95	Suicidal
96–100	Blackout

MOONBRIDGE

Transmutation [Good, Light]
Level: Clr 3, Drd 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Bridge, 5 ft. wide and up to 10 ft./level long
Duration: 1 round/level (D)
Saving Throw: No
Spell Resistance: No

This spell transforms a shaft of moonlight, whether naturally occurring or magically created (such as by the spell *motes of moonlight*), into a translucent bridge capable of supporting you and creatures of good alignment. Creatures of neutral alignment can also walk upon a moonbridge as long as they stay in direct contact with you (losing contact with you causes them to fall). Evil creatures find *moonbridges* as insubstantial as moonlight.

In areas bathed in moonlight with no distinctive shafts of light, such as in a moonlit field or other open area exposed to the moon (determined by the DM), the caster can create a *moonbridge* from any location within range. A *moonbridge* is always 5 feet wide and must be at least 20 feet long, although you can extend it to a length of up to 10 feet per caster level. This bridge can run in any horizontal direction or be angled in a gentle slope equal to 1/4th of the bridge's length (rounded down to the nearest 5 foot increment), as long as the entire length of the *moonbridge* is bathed in moonlight without interruption. For example, an 11th-level cleric can create a *moonbridge* with a maximum length of 110 feet and could angle it to be 25 feet lower or higher at one of its ends.

Material Component: A vial of pure water bathed in the light of the full moon for at least 6 hours.

MOTES OF MOONLIGHT

Evocation [Light]
Level: Clr 1, Drd 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Beam of light
Duration: 1 hour/level (D)
Saving Throw: No
Spell Resistance: No

This spell creates a beam of silvery light in any direction you point. The beam extends from your position to a point within range that you have line of sight to. The light illuminates a 5-foot-wide line with bright illumination, while the area within 5 feet of the beam is considered to be in shadowy illumination. Once cast, the beam hangs in place for the duration of the spell, even if you move. You

can dismiss the light at any time but cannot move it once cast.

SEVER TIES OF THE MOON

Transmutation
Level: Clr 3, Drd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One lycanthrope
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You sever a lycanthrope's tie to the moon, giving it increased control over its shape but weakening it in its non-humanoid forms. While under the effects of this spell the target lycanthrope gains a +10 bonus on all attempts to Control Shape (see the Control Shape feat on page 303 of the *Monster Manual*) but, for the duration of the spell, becomes fatigued while in its hybrid or animal form. If the target is fatigued by this spell, changing to its humanoid form removes that condition, although the fatigue returns if it retakes either its hybrid or animal form. This spell does not cause creatures that are already fatigued to become exhausted.

SHOOTING STAR

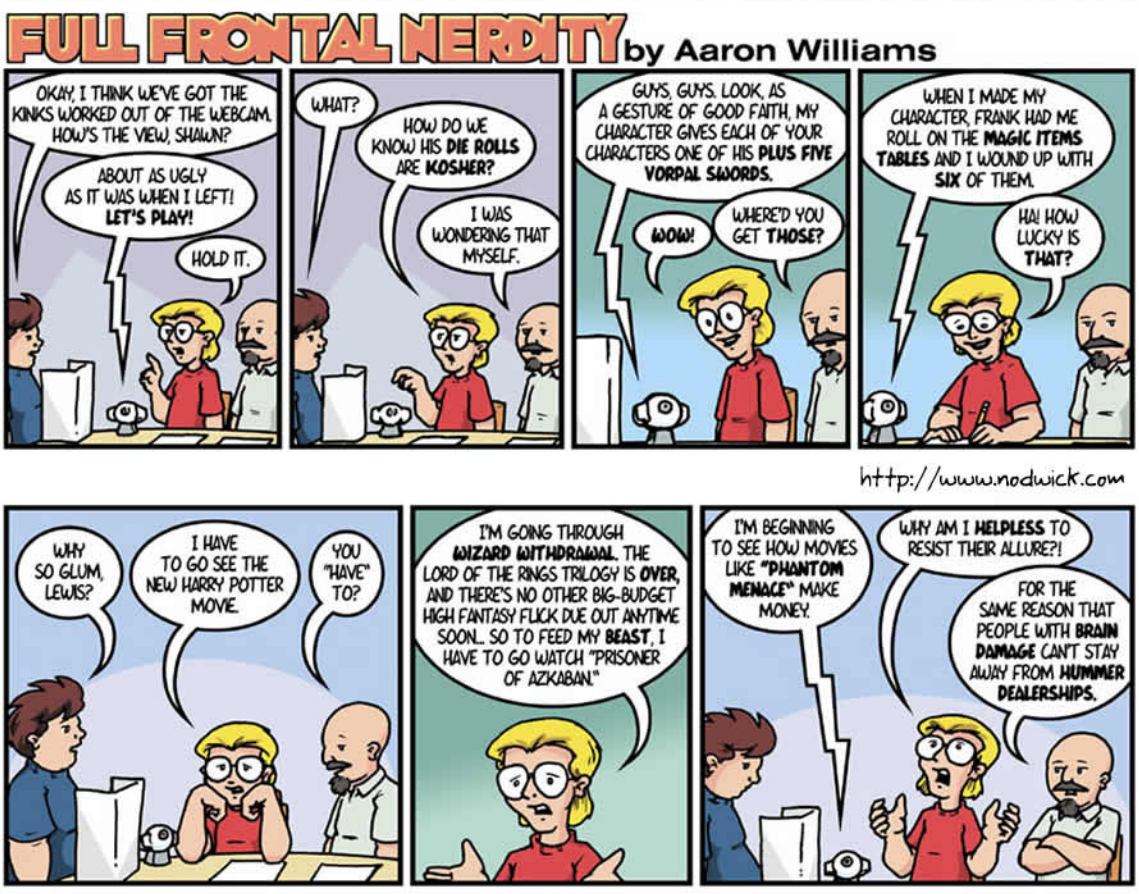
Evocation [Fire]
Level: Drd 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more shooting stars
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You call down stars from the sky to strike your enemies. When this spell is cast, one or more burning rocks fall from the heavens, each precisely striking those you have targeted. Each target must make Reflex saves or take 2d6 points of fire damage. In addition, creatures of size Large or smaller who fail this save are knocked prone. Those who succeed at this save remain standing and take only half of the fire damage.

You can call down one shooting star for every three levels beyond 3rd (to a maximum of six at 18th level). Additional shooting stars may be directed at separate targets within the range of the spell, no two of which may be more than 30 feet apart. A target can only be affected once per casting of this spell.

This spell does not function indoors, underground, or in any other place the sky is not visible.

Material Component: A chunk of white rock and a small glass lens.


FULL FRONTAL NERDITY by Aaron Williams
OKAY, I THINK WE'VE GOT THE KINKS WORKED OUT OF THE WEBCAM. HOW'S THE VIEW, SHAWN?
ABOUT AS UGLY AS IT WAS WHEN I LEFT! LET'S PLAY!
HOLD IT.
WHAT?
HOW DO WE KNOW HIS DIE ROLLS ARE KOSHER?
I WAS WONDERING THAT MYSELF.
GUYS, GUYS. LOOK, AS A GESTURE OF GOOD FAITH, MY CHARACTER GIVES EACH OF YOUR CHARACTERS ONE OF HIS PLUS FIVE VORPAL SWORDS.
WOW!
WHERE'D YOU GET THOSE?
WHEN I MADE MY CHARACTER, FRANK HAD ME ROLL ON THE MAGIC ITEMS TABLES AND I WOUND UP WITH SIX OF THEM.
HA! HOW LUCKY IS THAT?
http://www.nodwick.com
WHY SO GLUM, LEWIS?
I HAVE TO GO SEE THE NEW HARRY POTTER MOVIE.
YOU "HAVE" TO?
I'M GOING THROUGH WIZARD WITHDRAWAL. THE LORD OF THE RINGS TRILOGY IS OVER, AND THERE'S NO OTHER BIG-BUDGET HIGH FANTASY FLICK DUE OUT ANYTIME SOON. SO TO FEED MY BEAST, I HAVE TO GO WATCH "PRISONER OF AZKABAN."
I'M BEGINNING TO SEE HOW MOVIES LIKE "PHANTOM MENACE" MAKE MONEY.
WHY AM I HELPLESS TO RESIST THEIR ALLURE?!
FOR THE SAME REASON THAT PEOPLE WITH BRAIN DAMAGE CAN'T STAY AWAY FROM HUMMER DEALERSHIPS.

The Black Cauldron

by Joshua Cole • illustrated by Tom Fowler

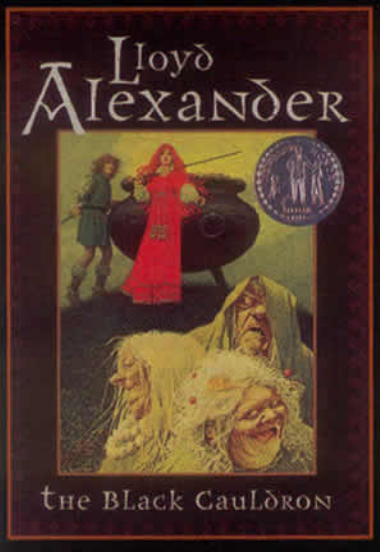
Taran of Caer Dallben, Assistant Pig-Keeper. It might not seem like a very impressive title, but when the pig is Henwen, the foremost oracular animal in Prydain and the property of the land's greatest wizard, Dallben, it means a lot. Especially when said porcine oracle goes missing!

Since his first novel, 1964's *The Book of Three*, Lloyd Alexander has joined C.S. Lewis and J.R.R. Tolkien as war veterans turned innovators of the fantasy genre. Drawing heavily from Welsh mythology, Alexander's best-known work, *The Black Cauldron*, is frequently considered required fantasy reading. The story has also seen memorable adaptations into film and video games—most notably in the form of Disney's 1985 animated movie and memorable video game interpretation. While heroes like Taren, Eilonwy, and Gurgi are beloved characters, many would say that it is Alexander's villains, like Achren, the Horned King, and Arawn Death-Lord, who make his tales most memorable. Yet, among these foul characters, perhaps the vilest of Alexander's creations is none other than the Black Cauldron itself and its deathless spawn, the cauldron-born.

THE CAULDRON OF CORRUPTION

This massive cauldron of black iron appears morbidly decorated, but otherwise relatively ordinary at first glance. Only a single massive skull enlivens its raw, rough-worked expanse of dark metal, while the ash and decrepitude of ages encrusts its pock-marked surface. Despite this simple and seemingly cast-off appearance, however, any creature looking upon the cauldron feels at some instinctual level the unspeakable evil of the thing.

Sages call this ancient evil the *Cauldron of Corruption*, and with good reason. Almost powerless in its own right, it magnifies the powers of its master to the point that even an inexperienced necromancer might pose a grave threat to entire kingdoms. In the hands of a true lord of the black arts, it could possibly bring about the end of a civilization.



The Black Cauldron In Your Game

Dungeons & Dragons players should find many familiar elements in the Prydain Chronicles. Amid the rolling hills and deep forests of Prydain, Taran and company encounter numerous staples of most D&D games: undead foes, a druidlike animal keeper, bardic knowledge, and a plethora of magic items and spells.

Players who favor bards, druids, or paladins in particular should find a wealth of ideas for animal companions, bardic options, codes of conduct, wilderness survival, and virtually any other related topic. This is to say nothing of the inspirational elements Alexander's works provide for other characters, from unlikely heroes to the trials of a variety of nobleborn adventurers.

The Prydain Chronicles can also offer DMs plenty of inspiration for NPCs, both allies and enemies. The various inhabitants of Prydain include several memorable villains and bold—if often flawed—heroes, any of which might easily be adapted into a D&D campaign. Also of considerable interest should be Alexander's themes drawn directly from Welsh mythology, a rich folklore strongly tapped by D&D in the form of banshees, druids, giants, and a host of other magic items and creatures. In fact, Alexander's infamous Black Cauldron itself is directly inspired by the life-restoring cauldron depicted in a tale of Branwyn, daughter of Llyr, in the famous collection of Welsh folklore, the *Mabinogion*.

Perhaps the *Cauldron of Corruption* owes its existence to some ancient necromancer or deity of death. Some suggest that the cauldron claims an even more elemental history, though, being a primal force of undeath that has existed since the world was young, bound eons ago into a prison of iron. None truly know, however, as the mists of time have consumed the artifact's origins, just as the cauldron has consumed countless lives—perhaps even those of any who might know the truth. Today, the foulest spellcasters, mortal and immortal alike, crave its dark boon.

The *Cauldron of Corruption* is a major artifact. To make use of it, a spellcaster must merely be within 5 feet of the cauldron for the entire casting time of the spell he wishes it to affect. Being that the cauldron is approximately 9 feet in diameter, taking up a 10-foot square, up to twelve spellcasters could crowd around and make use of the cauldron. Any spell with the evil or death descriptor, or of the necromancy school, gains the benefits of the Maximize Spell feat and is treated as if the caster were 5 levels higher than his actual level.

The *Cauldron of Corruption's* true power, however, lies in creating undead creatures. If a corpse is placed within and the spell *animate dead* is cast upon the cauldron, a number of skeletons equal to the user's caster level (after being modified by the cauldron's previously noted abilities) begin crawling out at a rate of one per round. These skeletons are of the type of the creature placed inside. Normally, the number of Hit Dice of undead a caster can control using *animate dead* is restricted to twice his caster level. However, each body placed in the cauldron and animated in this way counts merely as a 1 Hit Dice undead. Casting *animate dead* while within 5 feet of the *Cauldron of Corruption* also negates the need for the usual material components.

Additionally, if bodies are placed within the cauldron and no spell is cast, 3 rounds later they arise as cauldron spawn (see the cauldron spawn template). A single Large corpse, two Medium corpses or four Small or smaller corpses fit inside the cauldron. Cauldron spawn are under the control of the creature that placed the bodies into the cauldron. Each cauldron spawn counts its full Hit Dice toward the number of undead creatures the creator can control at any one time.

Using the *Cauldron of Corruption* in any way is a decidedly evil act. Any character who uses the cauldron must make a Will save (DC 22 +1 for each previous use of the cauldron) or have his alignment shift one step toward neutral evil.

Destroying the *Cauldron of Corruption* requires an act as selfless as the artifact is depraved. A living being must willingly enter the cauldron

and wish for the cauldron's destruction at the cost of his own life. Such a sacrifice causes the artifact to shatter and destroys all the undead it has ever been used to create.

CAULDRON SPAWN

At first glance, cauldron spawn resemble aged skeletons hung with debris and the remnants of their tired flesh, yet anyone who observes them in battle swiftly realizes that they are something far more. These profanely invigorated undead move with the same ease they did in life and retain many of their former skills. Unlike free-willed undead, cauldron spawn lose their memories and personality. They retain many of the instincts and skills they possessed in life, however, their experiences and prowess enslaved to the *Cauldron of Corruption* and its foul master.

CAULDRON SPAWN

Rotted to all but yellowed bones and tattered sinews, this well armored skeleton looks dried and fragile. Its movements, however, reveal the ease and dexterousness of a living creature, leaving no doubt as to the unliving abomination's deadly nature.

This example uses a 4th-level human fighter as the base creature.

CAULDRON SPAWN **CR 6**

Male human cauldron spawn fighter 4
LE Medium undead (augmented humanoid)
Init +2; **Senses** Listen +5, Spot +5

AC 21, touch 11, flat-footed 20
hp 26 (4d12 HD) **DR** 5/–
SR 13
Immune undead traits
Fort +4, **Ref** +3, **Will** +2

Spd 20 ft.
Melee mwk longsword +8 (1d8+4/19–20)
Ranged mwk heavy crossbow +7 (1d10/19–20)
Base Atk +4; **Grp** +6
Atk Options Cleave, Power Attack
Special Atk unnerving presence (DC 13)

Abilities Str 15, Dex 14, Con —, Int 10, Wis 13, Cha 12
SQ born of the cauldron, mindless
Feats Alertness, Combat Reflexes, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Intimidate +7 Listen +5, Ride +9, Spot +5
Possessions full plate, heavy steel shield, masterwork longsword, masterwork heavy crossbow, 20 bolts

CREATING A CAULDRON SPAWN

"Cauldron spawn" is an acquired template that can be added to the corpse of any creature that was once a living corporeal creature with an Intelligence of 6 or higher (referred to hereafter as the base creature). Such creatures must be Large or smaller to fit within the *Cauldron of Corruption* and gain this template.

A cauldron spawn uses all the base creature's statistics and abilities except as noted below.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's Hit Dice, base attack bonus, or skill points. The creature gains the augmented subtype if necessary. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: Natural armor bonus changes to a number based on the cauldron born's size.

Size	Bonus
Diminutive, Fine, Tiny	+2
Small	+4
Medium	+6
Large	+8

Attacks: A cauldron spawn retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A creature with hands gains one claw attack per hand; the cauldron spawn can strike with each of its claw attacks at its full base attack bonus.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the cauldron spawn's size. (If the base creature already had claw attacks with its hands, use the cauldron spawn claw damage only if it's better.)

Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6

Special Attacks: A cauldron spawn retains none of the base creature's special attacks, but gains the unnerving presence special attack.

Unnerving Presence (Ex): Cauldron spawn act with a deftness unsuited to the undead, which unsettles most living creatures. Creatures within 30 feet of a cauldron spawn must succeed on a Will save or be shaken for 1d4+1 rounds. Whether or not the save is successful, that creature cannot be affected again by the same cauldron spawn's unnerving presence ability for 24 hours. The save DC is Charisma based.

Special Qualities: A cauldron spawn retains all the special qualities of the base creature and gains the following special qualities.

Born of the Cauldron (Su): A cauldron spawn is difficult to destroy, but it withers and collapses if separated from the *Cauldron of Corruption* for long periods. A cauldron spawn takes 2 points of Strength damage every day that it is more than 50 miles from the cauldron. Returning to and touching the cauldron immediately restores any Strength damage the spawn has suffered. If the *Cauldron of Corruption* is destroyed so are all cauldron spawn.

Damage Reduction 5/—: The ancient evil that animates cauldron spawn makes them particularly resistant to physical attacks.

Mindless (Ex): Although cauldron spawn have an Intelligence scores, they are treated as mindless creatures for the purposes of spells of the enchantment school.

Spell Resistance (Su): A cauldron spawn gains spell resistance equal to 11 + 1/2 its Hit Dice.

Abilities: A cauldron spawn's Dexterity and Charisma both increase by +4.

Challenge Rating: As base creature +2.

Alignment: Always neutral evil.

by Andy Collins • illustrated by Niklas Janssen

OFFICIAL ANSWERS TO YOUR QUESTIONS

This month, the Sage addresses a variety of issues surrounding the topics of metamagic and spell-like abilities. If you have questions for the Sage, send them to **sageadvice@paizo.com**.

A sorcerer needs at least a full-round action to cast any spell modified by a metamagic feat. Does this mean the spell takes effect in the following round, or does it go off at the end of the round in which it is cast?

Despite the similarity in wording, a spell that requires a "full-round action" to cast (such as that required by a metamagic-affected sorcerer spell) isn't the same as a spell with a "1-round casting time" (such as that of a *summon monster* spell). The former takes your entire turn to complete, while the latter takes your entire turn as well as the time between the end of your turn and the start of your next turn.

A full-round action, such as the run action or the withdraw action, requires an entire round to complete but ends on the same turn that it began (although you can split it between two consecutive turns, as described under the "Start/Complete Full-Round Action" entry on page 142 in the *Player's Handbook*). Thus, a spell that requires a full-round action to cast is completed at the end of the caster's turn.

If a spontaneous spellcaster applies two metamagic feats to a spell does the casting time increase to 2 rounds?

Applying additional metamagic feats to a spell does not further increase the casting time of the spell. A sorcerer casting a still, silent *fireball* requires only a single full-round action to cast the spell.

Do Empower Spell and Maximize Spell affect d20 rolls made as part of a spell's effect (such as an attack roll or dispel check)?

No. Any attack roll, saving throw, skill check, dispel check, or any other d20 roll required to adjudicate a spell's success or failure is not considered a "variable, numeric effect" of the spell and thus is unaffected by feats such as Empower Spell or Maximize Spell.

Can Silent Spell be used when attempting to remain quiet as well as to bypass the effects of a *silence* spell?

Yes. Silent Spell does not require that a caster be incapable of speaking—it simply removes the verbal component of the spell.

Can Still Spell be used when entangled to allow the caster to avoid a Concentration check to cast the spell?

No. Being entangled makes it difficult to cast a spell, but the condition says nothing about it applying only to spells with somatic components. Thus, Still Spell doesn't make casting while entangled any easier.

Can the turning abilities granted by the Air, Earth, Fire, Plant, and Water domains be used to power Divine Metamagic (*Complete Divine*, page 80) or other divine feats?

No. Unless stated otherwise, a divine feat requires (and may only be powered by) the ability to turn or rebuke undead. Some feats (such as Elemental Smiting, on page 81 of *Complete Divine*) use elemental turning (rather than undead turning); these are specific exceptions to the general rule.

Can you use the Divine Metamagic feat to create a scroll or wand with the metamagic effect without changing the spell level? If so, how much would it cost to make?

You can use Divine Metamagic in item creation; the cost to create the item is just as if you used the regular metamagic feat. For instance, using your Divine Metamagic feat to create a *scroll of empowered flame strike* costs as much as a scroll of a 7th-level spell (which is what an empowered *flame strike* is). The act of creating the scroll or wand expends three daily uses of your turn/rebuke undead ability, just as if you had cast the empowered *flame strike* spell using Divine Metamagic, but you don't have to expend a 7th-level spell slot (only the normal, 5th-level *flame strike*).

Do you need to have the specific metamagic feat you wish to apply to a spell to use the Divine Metamagic feat?

For example, to quicken a spell with Divine Metamagic do you need to have the Quicken Spell feat?

Yes. This was clarified by the official errata to *Complete Divine* published in September, 2004, (new text underlined): "When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat." You can find all official errata at **wizards.com/default.asp?x=dnd/er/20040125a**.

If I use the Twin Spell metamagic feat (*Complete Arcane*, page 84), do I use up twice the normal material components or XP component?

No. The feat causes the spell to take effect twice, but it doesn't actually require you to cast it twice. Thus, you only expend the spell's components once.

If my wizard applies Energy Admixture (*Complete Arcane*, page 78) and Maximize Spell to the same spell, does he get a spell that deals double its maximized damage (maximum normal damage in two different energy types)? If he also applied the Twin Spell feat (*Complete Arcane*, page 84) to the same spell would it duplicate the entire effect?

Yes and yes. Assuming your character can cast 13th-level spells—the slot required by a 2nd-level spell affected by these metamagic feats—a *scorching ray* so affected would create two sets of three rays each, with each ray dealing 24 points of fire damage (4d6, maximized) and 24 points of a second energy type (as appropriate for your Energy Substitution feat), for a grand total of 288 points of damage... assuming all six rays hit their target.

Can I use my normal 3rd-level *fireball* to counterspell a *fireball* spell to which the caster applied a metamagic feat, or would I need to use a version of the spell with the same metamagic feats applied to it?

Your normal *fireball* works just fine to counter a metamagic-affected *fireball* (and vice versa). As stated on page 170 of the *Player's Handbook*, metamagic feats "are not taken into account when determining whether a spell can be countered."

This also applies when using the Improved Counterspell feat (*Player's Handbook*, page 95): Only each spell's original level is used when determining the success of the counterspell attempt. A heightened, maximized *fireball* still only counts as a 3rd-level spell (both for the caster and the counterspelling character).

Can I counterspell a quickened spell? What if I use the Reactive Counterspell feat (*Player's Guide to Faerûn*, page 42)?

Yes. A quickened spell isn't any more difficult to identify than a normal spell, despite its reduced casting time. As long as you've readied an action to counterspell (or you have the Reactive Counterspell feat, which allows you to counterspell without having readied an action), you can counterspell a quickened spell as normal.

Can I apply the Innate Spell feat to a spell improved by another metamagic feat?

No. Innate Spell only applies to actual spells, not to spells affected by metamagic feats and the like. Just because you're capable of applying, say, the Empower Spell feat to a *fireball* spell, that doesn't make "empowered *fireball*" a spell. The spell is still "*fireball*" and thus Innate Spell only applies to the normal version of that spell.

If a warlock selects Ability Focus (*Monster Manual*, page 303) and chooses for it to affect his *eldritch blast*, does it still apply when he uses a *blast shape* or *eldritch essence* invocation?

Yes. Whether the warlock is using a *frightful blast*, an *eldritch cone*, or an *utterdark eldritch doom*, Ability Focus (eldritch blast) increases the save DC by +2.

Does the Ability Focus feat (*Monster Manual*, page 303) apply to spell-like abilities?

Yes, although each selection of the feat applies only to a single spell-like ability. A dretch could select Ability Focus (*scare*) or Ability Focus (*stinking cloud*).

Does Spell Focus increase the DCs of spell-like abilities? Can I apply metamagic feats or effects to spell-like abilities? What if the feat doesn't change the spell's level?

No. Although spell-like abilities function mechanically like spells (a *fireball* spell-like ability duplicates the mechanical effect of a *fireball* spell), they are not spells and don't benefit from feats or other effects that specifically affect spells. This is true even if the metamagic effect doesn't change the spell's level (such as the various sudden metamagic feats in *Complete Arcane* or the metamagic rods from the *Dungeon Master's Guide*).

Feats specifically designed to add metamagic effects to spell-like abilities appear in the *Monster Manual* (Empower Spell-Like Ability and Quicken Spell-Like Ability) and *Complete Arcane* (Heighten Spell-Like Ability and Maximize Spell-Like Ability).

Can a warlock apply Empower Spell-Like Ability or Quicken Spell-Like Ability (*Monster Manual*, pages 303–304) to his *eldritch blast*? What level would he have to be to do so?

Thanks to the official errata for *Complete Arcane* (which established that an eldritch blast is "the equivalent of a 1st-level spell"), the answer to this question is yes.

The chart on page 304 of the *Monster Manual* describes the caster level required to empower or quicken a spell-like ability. A warlock needs to have a caster level of 6th to empower his *eldritch blast*, or a caster level of 10th to quicken it.

If the warlock applies an *eldritch essence* or *blast shape* invocation to his *eldritch blast*, the blast's level equivalent (and thus the required caster level) increases. Empowering an *eldritch cone* (the equivalent of a 5th-level spell) requires the warlock to be 14th level, while quickening a *frightful blast* (the equivalent of a 2nd-level spell) requires a 12th-level warlock.

What does "innate spell-like ability" mean for the purpose of qualifying for the Supernatural Transformation feat (*Savage Species*, page 39)? Does the Innate Spell feat create an innate spell-like ability?

"Innate," for the purpose of the Supernatural Transformation feat, means "gained normally as part of the creature's race, type, subtype, or kind."

A duergar's *enlarge person* and *invisibility* spell-like abilities, a tanar'ri's *summon tanar'ri* spell-like ability, and a juvenile gold dragon's *bless* spell-like ability are all "innate" spell-like abilities. A warlock's invocations, a paladin's ability to call her special mount, and any spell-like abilities gained from your class, feats, or similar sources are not.

Despite its name, even the Innate Spell feat doesn't create an "innate" spell-like ability for the purpose of the Supernatural Transformation feat. This is simply an unfortunate case of the same word being used for two different purposes.

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by Aaron Williams
http://www.nadwick.com
LET'S PLAY CALL OF CTHULHU!
YES, LET'S!
OKAY. YOUR CHARACTERS ARE DEAD. DO YOU HAVE YOUR NEXT SET OF CHARACTERS?
RIGHT HERE!
THEY'RE ALL DEAD, TOO. AND INSANE!
NOW JUST LET THAT JOKE DIE, PEOPLE.
IT WAS FUNNY THE FIRST TIME WE HEARD IT.
BUT NOT THE MILLIONTH TIME.
DON'T MAKE US COME TO YOUR HOUSE AND EXPLAIN IT IN DETAIL.

 by Galen Ciscell • illustrated by Eric DesChamps

OPPORTUNISTS

Lidda smiled to herself as she easily sidestepped the half-orc's clumsy attack and slid her dagger between the brute's ribs. Quickly retrieving her weapon, the halfling danced out of the way of another powerful blow from the half-orc. The greataxe landed with a thud where Lidda's head had just been, but the impact didn't seem to shake her. She could see her opponent growing more and more agitated—a rare feat for a barbarian already in a blood rage. Lidda smiled to herself one last time as she turned to present a tempting target to her towering foe. The barbarian, taking the bait, charged toward the halfling with his greataxe raised high, leaving his midsection thoroughly exposed. It was all the opening Lidda needed...

The Tumble skill, when combined with common feat choices such as Mobility and Spring Attack, makes many rogues nearly immune to attacks of opportunity. While any rogue can avoid these free attacks, proud are the few who take advantage of the opportunities so frequently presented by others. These self-serving rogues style themselves opportunists, while others often take a dimmer view, referring to such individuals as recreants or cowards.

The opportunist always seeks to get something for nothing. In her free time, she might pursue gambling or speculative investing. When conversing with others, she spends most of her time listening, waiting patiently for another to misspeak so that she might point out the error and thereby prove her own wit.

An opportunist sees every piece of gossip as an opportunity for profit, whether through blackmail or by selling information to an interested party. In combat, she seeks to exploit every opening offered by her foes, maximizing her efficiency by making the most of every opportunity.

When choosing feats for the opportunist, Combat Reflexes and Deft Opportunist (from *Complete Adventurer*) are a good place to start your career. The opportunist rogue special ability makes an excellent choice for higher-level rogues, but what of the levels in between, or those who aren't rogues? The following feats can help enhance the abilities of any character who seeks to seize every opportunity and take advantage of every mistake.

BACKSTAB [GENERAL]

You can strike quickly when your opponent's back is turned.

Prerequisite: Combat Reflexes.

Benefit: Once per round, you may make an attack of opportunity against an opponent you flank who attacks a target other than you.

Special: A fighter may select Backstab as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

CANNY OPPORTUNIST [GENERAL]

You have studied many special combat maneuvers to recognize them and react quickly to your opponent's tactics.

Prerequisite: Dex 13, Int 13, Combat Expertise.

Benefit: You may make an attack of opportunity whenever an opponent you threaten draws a weapon, readies or looses a shield, or attempts to feint in combat. You may make attacks of opportunity even when flat-footed.

Special: A fighter may select Canny Opportunist as one of his fighter bonus feats.

Defensive Opportunist [General]

You patiently parry and avoid your opponent's blows while waiting for just the right opening.

Prerequisite: Int 13, Tumble 5 ranks, Combat Expertise.

Benefit: The penalty on attack rolls imposed by fighting defensively does not apply to any attacks of opportunity you make.

Special: A fighter may select Defensive Opportunist as one of his fighter bonus feats.

Exploit Adjustment [General]

Your skill at finding and exploiting opportunities is such that you can find openings in even the smallest movements.

Prerequisite: Int 13, Canny Opportunist, Combat Expertise.

Benefit: You may make an attack of opportunity against any opponent who moves from one square adjacent to you to another square adjacent to you.

Normal: Taking a 5-foot step does not provoke attacks of opportunity.

Special: A fighter may select Exploit Adjustment as one of his fighter bonus feats.

Occult Opportunist [General]

Your knowledge of the supernatural allows you to exploit most attempts to manipulate magical energies.

Prerequisite: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: You may make an attack of opportunity against an opponent you threaten who dismisses a spell, directs or redirects an active spell, casts a quickened or swift spell, or attempts to turn or rebuke undead. If your attack is successful, your opponent must make a Concentration check (DC 10 + damage dealt) or lose the action that provoked the attack of opportunity.

MORE FEATS FOR OPPORTUNISTS

The mini game "Knights of the Lich Queen" in *Polyhedron* #59 (packaged with *Dungeon* #100) presented two feats of special interest to opportunists who wish to maximize their attacks of opportunity: Greater Combat Reflexes and Improved Combat Reflexes. The information presented below updates those feats.

Greater Combat Reflexes [General]

You react to any drop in your opponents' guard with blinding speed.

Prerequisite: Dex 15, Combat Reflexes, Improved Combat Reflexes, base attack bonus +11.

Benefit: For any given opportunity in melee combat, you can make three attacks of opportunity. The second attack is at a –5 penalty, just like your second normal attack in any given round. The third attack is at a –10 penalty, just like your third normal attack in any given round. You still cannot exceed your normal maximum number of attacks of opportunity in a round.

Improved Combat Reflexes [General]

You react to any drop in your opponents' guard with lightning speed.

Prerequisite: Dex 13, Combat Reflexes, base attack bonus +6.

Benefit: For any given opportunity in melee combat, you can make two attacks of opportunity. The second attack is at a –5 penalty, just like your second normal attack in any given round. You still cannot exceed your normal maximum number of attacks of opportunity in a round.

Opportunistic Tactician [General]

You are able to use your opponent's missteps to reposition yourself to your advantage.

Prerequisite: Combat Reflexes, Dodge, Mobility.

Benefit: You may make a free 5-foot step after making an attack of opportunity (as long as you can actually make a 5-foot step).

Special: A fighter may select Opportunistic Tactician as one of his fighter bonus feats.

Sneak Attack of Opportunity [General]

When your opponent leaves you an opening, you can strike with deadly accuracy.

Prerequisite: Combat Reflexes, sneak attack +3d6.

Benefit: When you make a successful attack of opportunity against an opponent, you also deal sneak attack damage to that opponent. This extra damage only applies to the first attack of opportunity you make in a round.

Two-Weapon Attack of Opportunity [General]

You can exploit an opponent's opening in combat with two weapons.

Prerequisite: Dex 17, Combat Reflexes, Two-Weapon Fighting.

Benefit: If you are wielding two weapons and you make an attack of opportunity you may make a single melee attack with both weapons. You still suffer the normal penalties for two-weapon fighting. You still cannot exceed your normal maximum number of attacks of opportunity in a round. Using this feat requires two such attacks.

Normal: You may only attack with a single weapon as an attack of opportunity.

Special: A fighter may select Two-Weapon Attack of Opportunity as one of his fighter bonus feats.

by Hal Maclean • illustrated by Eric DesChamps

STARCASTERS

For those with the wit and the talent to listen, the stars speak volumes. Astrology, perhaps the most enigmatic of all the mystical sciences, teases and tantalizes, offering sometimes baffling clues about the future. Revealing the secrets of the universe and unraveling the mysteries of destiny, those who walk down the pathways illuminated by the lore of stars often find themselves forever changed. Each of the backgrounds outlined below, suitable for one or more of the classes most closely associated with arcane magic, assumes your character once devoted considerable time to the study of astrology. Ranks in Knowledge (nature) and—to a lesser extent—Knowledge (the planes) can accurately represent the training an astrologer receives, as noted in the new zodiac rules presented in "Dragon Astrology" on page 22. The benefits provided by the choice of background is only partially offset by its penalty (if any), therefore the use of the optional benefits and penalties of these background vignettes requires your DM's approval.

Celestial Twin

Although born to two different sets of parents, the whim of the stars granted you a twin, a person sharing your exact moment of birth and with a destiny intertwined with your own. Even as you quickened in the womb you felt the first stirrings of this strange kinship. Blessed—or perhaps cursed—with the same wild magic that runs through your veins, your twin sometimes intrudes upon your life in unusual ways. Baffling visions, incomprehensible cravings, and moments of stark terror connect and sustain you, even though you have never met. At times, in the quiet of the night, when you imagine finally meeting your twin, you grapple with a chill sense of foreboding.

Best Suited For: Bard, sorcerer, warlock.

Effect: You and your twin gain a +1 bonus on saving throws made to resist death effects and you both have a 20% chance of stabilizing so long as you both continue to live. Your connection manifests randomly, though, giving you a –2 penalty on initiative checks.

Court Astrologer

You once served as the personal advisor to royalty, consulting the stars to provide insight and advantages over rivals. It was a comfortable life—one filled with good food and idle amusement. In the end, however, you grew sick of it. Constantly forced to interrupt your research to answer some petty question about political intrigue or your lord's romantic machinations, you learned to hide your growing frustration behind a mask of docility and loyalty. Eventually you left, still on good terms with the courtiers and nobles you dealt with each day, far too clever to reveal how petty and vacuous you truly considered them.

Best Suited For: Bard, wizard, wu jen.

Effect: Well versed in etiquette and the protocol of deferring to your betters you possess an instinct for putting the ruling class at ease. You gain a +2 bonus on Diplomacy checks when dealing with nobility or royalty, but you

take a –1 penalty on all Intimidate and Sense Motive checks.

Doomed

You scorned the warnings of your elders, mocked their cautions, and dared to peer into the one place every devotee of the stars must avoid. Delving into forbidden lore you cast your own chart, intent upon finding the answer to the only question your hubris considered truly important. Now you know the secret of your own death, and the doleful gloom accompanies you like a shroud, making every morsel of food taste like ash and every moment of joy the cruelest of jokes. Helpless to prevent your destiny, a puppet of fate unable even to share the true circumstances of your doom with others, you shuffle through life waiting for the inevitable.

Best Suited For: Bard, sorcerer, war mage.

Effect: Since you know the precise moment and manner of your death lesser terrors seem but shadows. You gain a +1 bonus on saves made to resist fear effects. Your general gloom makes you reserved and uncommunicative. You take a –1 penalty on all Charisma-based skill checks and Charisma ability checks.

Gift of the Magi

Ancient and knowledgeable, the star-gazing astrologer who lived in your town always greeted you warmly and patiently answered your every question. As you grew older you declared your intent of becoming his apprentice. He never answered in the affirmative, only nodding and winking whenever you brought up the topic. Then, one morning, after you greeted him as usual, he told you he had pressing business far away. He wiped away your tears and granted you a small gift you have grown to treasure.

Best Suited For: Bard, wizard, wu jen.

Effect: You begin play with a spyglass. If the spyglass ever breaks or is otherwise removed from your possession you become morose and take a –1 penalty on all skill checks until you recover or repair it.

Pledged to the Stars

Chosen at birth, separated from kith and kin, some quirk of your horoscope forever robbed you of any hope for a normal life. They said your destiny was to rule, to speak with the authority of the deities themselves. You devoted yourself to mastering the skills your tutors demanded. Versed in lore and the weaving of magic you prepared yourself for your life of service, never once questioning what happened to those older students who graduated before you one by one. Only when your time came—when you learned your destiny meant speaking to the deities directly, sent into the afterlife by knife and fire—did you rebel. This bitter lesson, betrayed by the teachers simply because the stars gifted you with magic arcane rather than divine, taught you to never again surrender your will to those who claimed to speak for deities.

Best Suited For: Hexblade, sorcerer, war mage.

Effect: You have spell resistance 10 against divine spells and spell-like abilities. You cannot voluntarily lower this spell resistance.

Star Gazer

Bleary eyed and schooled in the relentless, demanding craft of one who studies the stars, you find examining the heavens almost a compulsion. It sometimes seems as if you spend more nighttime hours pondering the skies than sleeping. Even during the day, when the sun blazes across the land, or in a cave with only bats flocking through stalactites overhead, you still sometimes find yourself glancing upwards simply out of habit.

Best Suited For: Sorcerer, wizard, wu jen.

Effect: You gain a +1 bonus on Spot checks. The old habit of occasionally throwing your gaze skyward sometimes prevents you from falling prey to dangers that come from unexpected directions. As a result of your inattention to certain parts of your surroundings, however, you take a –1 penalty on initiative checks.

The Tattooed Mystic

Perhaps due to some secret ritual you once performed or a mystical birthmark never fully explained, your wrath sometimes takes on a tangible form. When engulfed by fury, the twelve symbols of the zodiac appear on your face, lit as if by the fires of the heavens themselves. These strange, mystical images sometimes even seem to move on their own, making a stately promenade across your features in keeping with the shifts of the stars. Those who meet your fury head on pause at the might of your eldritch lore.

Best Suited For: Sorcerer, wizard, wu jen.

Effect: Increase the save DC of any spell you cast with the fear descriptor by +1 if the target is within 20 feet and can see your face.

Village Seer

Your powers came unto you suddenly and with no explanation early in your childhood. The others in the village came to look upon you as touched by destiny, a living conduit to the powers that be and able to answer any question asked. At times the burden almost overwhelmed you, forcing you to grapple with problems and situations no child should ever confront. Perhaps in self-defense, perhaps as a desire to please the adults, you learned how to couch your words in ambiguity and nuance. You drew upon half-understood lore of the stars to back your pronouncements. Those simple, trusting folk, so eager for honeyed phrases and glib reassurances, came to take your every utterance as gospel.

Best Suited For: Bard, sorcerer, warlock.

Effect: Playing upon the credulity and trust of those born to toil comes to you naturally. You gain a +2 bonus on Bluff checks when dealing with commoners, but you take a –1 penalty on all Diplomacy and Sense Motive checks.

by Christopher Wissel • illustrated by Eric DesChamps

DIVINE

SCHOOLS OF FAITH

For the cleric, it can often be very helpful to know the school of magic his spells come from. Unlike arcane spells, these schools are not as evident in the spell listings of the *Player's Handbook*. The following reference contains every cleric spell from the *Player's Handbook*, as well as every domain spell not on the cleric list and every domain spell whose level differs from the cleric list.

0-LEVEL CLERIC SPELLS

Abjur *Resistance*
Conj *Create water, cure minor wounds*
Div *Detect magic, detect poison, guidance, read magic*
Evoc *Light*
Necro *Inflict minor wounds*
Trans *Mending, purify food and drink, virtue*

1ST-LEVEL CLERIC SPELLS

Abjur *Endure elements, entropic shield, hide from undead, protection from chaos/evil/good/law, remove fear, sanctuary, shield of faith*
Conj *Cure light wounds, obscuring mist, summon monster I*
Div *Comprehend languages, detect chaos/good/evil/law, detect secret doors* (Knowledge), *detect undead*
Ench *Bane, bless, calm animals* (Animal), *command*
Evoc *Burning hands* (Fire), *divine favor*
Illus *Disguise self* (Trickery), *Nystul's magic aura* (Magic)
Necro *Cause fear, curse water, deathwatch, doom, inflict light wounds*
Trans *Bless water, enlarge person* (Strength), *entangle* (Plant), *longstrider* (Travel), *magic stone, magic weapon*

2ND-LEVEL CLERIC SPELLS

Abjur *Resist energy, shield other, undetectable alignment*
Conj *Cure moderate wounds, delay poison, fog cloud* (Water), *lesser restoration, remove paralysis, summon monster II*
Div *Augury, detect thoughts* (Knowledge), *find traps, identify* (Magic), *locate object* (Travel), *status*
Ench *Aid, calm emotions, enthrall, hold animal* (Animal), *hold person, zone of truth*
Evoc *Consecrate, darkness, desecrate, produce flame* (Fire), *shatter, sound burst, spiritual weapon, wind wall* (Air)
Illus *Invisibility* (Trickery), *silence*
Necro *Death knell, gentle repose, inflict moderate wounds*
Trans *Align weapon, barkskin* (Plant), *bear's endurance, bull's strength, eagle's splendor, heat metal* (Sun), *make whole, owl's wisdom, soften earth and stone* (Earth)

3rd-Level Cleric Spells

Abjur *Dispel magic, glyph of warding, magic circle against chaos/evil/good/law, nondetection* (Trickery), *obscure object, protection from energy, remove curse, resist energy* (Fire)
Conj *Create food and water, cure serious wounds, remove blindness/deafness, remove disease, summon monster III*
Div *Clairaudience/clairvoyance* (Knowledge), *Locate object*
Ench *Dominate animal* (Animal), *prayer*
Evoc *Continual flame, daylight, deeper darkness, helping hand, invisibility purge, searing light, wind wall*
Necro *Animate dead, bestow curse, blindness/deafness, contagion, inflict serious wounds, speak with dead*
Trans *Fly* (Travel), *gaseous form* (Air), *magic vestment, meld into stone, plant growth* (Plant), *stone shape, water breathing, water walk*

4th-Level Cleric Spells

Abjur *Dimensional anchor, dismissal, freedom of movement, repel vermin, spell immunity*
Conj *Cure critical wounds, dimension door* (Travel), *lesser planar ally, neutralize, poison, restoration, summon monster IV, summon nature's ally IV* (Animal)
Div *Discern lies, divination, tongues*
Ench *Confusion* (Trickery)
Evoc *Chaos hammer* (Chaos), *divine power, fire shield* (Sun), *holy smite* (Good), *imbue with spell ability, order's wrath* (Law), *sending, unholy blight* (Evil), *wall of fire* (Fire)
Necro *Death ward, inflict critical wounds, poison*
Trans *Air walk, command plants* (Plant), *control water, giant vermin, greater magic weapon, spike stones* (Earth)

5th-Level Cleric Spells

Abjur *Atonement, break enchantment, dispel chaos/evil/good/law, spell resistance*
Conj *Insect plague, mass cure light wounds, plane shift, raise dead, summon monster V, teleport* (Travel), *wall of stone, wall of thorns* (Plant)
Div *Commune, commune with nature* (Animal), *scrying, true seeing*
Ench *Greater command, symbol of sleep*
Evoc *Fire shield* (Fire), *flame strike, hallow, ice storm* (Water), *unhallow*
Illus *False vision* (Trickery)
Necro *Mark of justice, mass inflict light wounds, slay living, symbol of pain*
Trans *Control winds* (Air), *disrupting weapon, righteous might*

6th-Level Cleric Spells

Abjur *Antilife shell, anitimagic field* (Magic, Protection) *banishment, forbiddance, greater dispel magic, greater glyph of warding, stoneskin* (Earth, Strength),
Conj *Mass cure moderate wounds, fire seeds* (Fire, Sun), *heal, heroes' feast, planar ally, summon monster VI, word of recall*
Div *Find the path*
Ench *Geas/quest, hold monster* (Law), *symbol of persuasion*
Evoc *Blade barrier, chain lightning* (Air), *cone of cold* (Water)
Illus *Mislead* (Luck, Trickery)
Necro *Create undead, harm, mass inflict moderate wounds, symbol of fear, undeath to death, wind walk*
Trans *Animate objects, mass bear's endurance, mass bull's strength, mass eagle's splendor, mass owl's wisdom, repel wood* (Plant)

7th-Level Cleric Spells

Abjur *Repulsion, spell turning* (Luck, Magic)
Conj *Acid fog* (Water), *greater restoration, greater teleport* (Travel), *mass cure serious wounds, refuge, regenerate, resurrection, summon monster VII*
Div *Greater scrying, legend lore* (Knowledge)
Ench *Power word blind* (War), *symbol of stunning*
Evoc *Bigby's grasping hand* (Strength), *blasphemy, dictum, earthquake* (Earth), *fire storm* (Fire), *holy word, sun beam* (Sun), *word of chaos*
Illus *Screen* (Trickery)
Necro *Destruction, mass inflict serious wounds, symbol of weakness*
Trans *Animal shapes* (Animal), *animate plants* (Plant), *control weather, disintegrate* (Destruction), *ethereal jaunt*

8th-Level Cleric Spells

Abjur *Antimagic field, cloak of chaos, dimensional lock, greater spell immunity, holy aura, mind blank* (Protection), *protection from spells* (Magic), *shield of law, unholy aura*
Conj *Greater planar ally, incendiary cloud* (Fire), *mass cure critical wounds, phase door* (Travel), *summon monster VIII, summon nature's ally VIII* (Animal)
Div *Discern location, moment of prescience* (Luck)
Ench *Power word stun* (War), *symbol of insanity*
Evoc *Bigby's clenched fist* (Strength), *earthquake, fire storm, sunburst* (Sun), *whirlwind* (Air)
Necro *Create greater undead, horrid wilting* (Water), *mass inflict critical wounds, symbol of death*
Trans *Control plants* (Plant), *iron body* (Earth), *polymorph any object* (Trickery)

9th-Level Cleric Spells

Abjur *Mordenkainen's disjunction* (Magic), *prismatic sphere* (Protection, Sun)
Conj *Elemental swarm* (Air, Earth, Fire, Water), *gate, mass heal, shambler* (Plant), *storm of vengeance, summon monster IX, true resurrection*
Div *Foresight* (Knowledge)
Ench *Power word kill* (War)
Evoc *Bigby's crushing hand* (Strength), *implosion, miracle*
Necro *Astral projection, energy drain, soul bind, wail of the banshee* (Death)
Trans *Etherealness, shapechange* (Animal), *time stop* (Trickery)

by Richard Farrese and Wil Upchurch • illustrated by Eric DesChamps

RITUAL MARKINGS

Many barbarian cultures have extensive social systems based on ritual scarring, in the form of tattooing, piercing, and actual decorative scarification (whether by branding or cutting). These practices sometimes carry over into civilized society in more moderate forms and as ornamentation rather than significant social indicators.

Tattoos can designate tribal warriors, chieftains, shamans, and other positions of power. The location of important tattoos varies by culture—some place them on the face and head to easily convey status, while others tattoo the hands, legs, or back, depending on customs and dress. They sometimes tell the stories of a barbarian's life and often contain mystical powers, as seen both with psionic tattoos (*Expanded Psionic Handbook*, page 170) and the tattooed monk (*Complete Warrior*, page 82).

More civilized societies tend to limit body piercings to the ears, but others place hoops, bones, spikes, and other large objects through holes in the nose, eyebrows, lips, nipples, and neck (among other places). Of the ritual scarring methods, piercings most often serve as mere ornaments. The size, color, and number of objects used to pierce an individual's skin can also convey information about his status or role within the tribe.

Some tribal cultures use the inexact artistry of ritual scarification. Because the cut from a knife creates a thin scar, the scar designer must use skin removal or packing to increase its size. Skin removal involves scraping off sections of skin, while packing requires an inert substance like clay packed into the wound. In addition to the scars created by these methods, some tribal cultures use branding. The most common method of branding uses a heated piece of metal to create a raised scar on the skin. Barbarian tribes with ready access to natural acids (such as those from digesters) also use these to brand, but such brands are usually rare and very meaningful. Some tribes use brands to mark slaves, much like civilized societies mark cattle or merchandise.

EFFECTS OF SCARIFICATION

The effect gained by ritual scarification depends both on the scar design gained and the amount of work put into it. The listed costs do not include body jewelry worn.

Creating a cultural body modification requires the scar or tattoo crafter to hail from the relevant culture. Each day, the crafter must make a successful DC 10 Heal check or deal 1 point of Constitution damage to her subject. This damage must heal naturally. Magical healing causes the wound to close without leaving a scar or tattoo, forcing the crafter to begin anew.

A character who spends less than 200 gp on body modifications has ornamental scarring. This is the typical level of modification sported by those in civilized regions and includes small, personal tattoos or brands and no more than three ear and face piercings.

Ritual scarring that has cultural meaning costs at least 200 gp, often paid to the rest of the tribe in services or items—not actual coin. This is known as traditional scarring

and grants the character a +1 bonus on Diplomacy checks when dealing with members of the appropriate tribe or culture. Applying traditional scarring correctly requires a DC 15 Craft (tattooing) check and one day.

More excessive scarring, usually ceremonial in nature, costs at least 400 gp (paid in goods or services). Ceremonial scarring grants a +1 bonus on both Diplomacy and Intimidate checks when dealing with members of the appropriate tribe or culture. At this level, the amount of modification begins to make civilized people uncomfortable, and the character takes a –1 penalty on Diplomacy checks but gains a +2 bonus on Intimidate checks made outside the tribal setting. Applying ceremonial scarring correctly requires a DC 20 Craft (tattooing) check and three days.

The final stage, representing full-body tattoos and scars as well as numerous piercings, is called extreme. Some cultures find extreme body modification to be the ultimate expression of their spiritual selves, while in others it crosses the line even for barbarians. Such scarring costs at least 2,000 gp (paid in goods and services) and grants a +1 bonus on Diplomacy checks and a +3 bonus on Intimidate checks when dealing with members of the appropriate tribe or culture. The character takes a –2 penalty on Diplomacy checks but gains a +4 bonus on Intimidate checks made outside the tribal setting. Applying extreme scarring correctly requires a DC 25 Craft (tattooing) check and fourteen days.

Meanings of Scar Designs

The following list describes the most common scar designs and their meanings. Someone who isn't a member of a tribe that uses ritual scarification must make a DC 15 bardic knowledge of Knowledge (local) check to know this.

Animal Shape: When a character bears a scar in the stylized shape of an animal, it tends to mean he shares a common spirit with that type of beast. Typically, this means the character's most important trait resembles that of the animal in question. The most common animals (and their related traits) are alligator (unpredictable), ant (worker), bear (independent), beaver (builder), buffalo (strong), butterfly (free spirited), cat (graceful), cougar (courageous), coyote (prankster), deer (gentle), dog (loyal), dolphin (kind), eagle (handsome), elk (stoic), fox (cunning), goose (traveler), hawk (hunter), horse (enduring), lion (noble), lizard (patient), moose (headstrong), mouse (secretive), owl (wise), rabbit (alert), raccoon (resourceful), ram (willful), raven (mischievous), skunk (conspicuous), snake (shrewd), spider (creative), squirrel (trusting), swan (festive), tiger (aggressive), and wolf (persistent). A character may have more than one animal scar.

Arrow: Usually carved upon the shoulder or forearm, each 2-inch-long horizontal line represents one foe defeated from afar—typically with a bow and arrow, but also with other ranged weapons, such as slings, javelins, or throwing axes.

Checkered Pattern: These scars represent servitude. When a tribesman bears a checkered pattern upon his legs or back, it means he is bound to serve another master. Many taken into slavery by barbaric tribesmen have this type of scar.

Circle: The circle symbolizes magic. Having a wide circle carved upon one's flesh (typically upon the forehead or shoulder) signifies that one holds power over the forces of magic.

Facial Carving: Simple horizontal lines carved upon the forehead, cheeks, or chin symbolizes a champion whose great deeds benefited his people. More scars equals greater heroism. Barbaric cultures treat those who rightfully bear many such markings with great respect.

Lighting Pattern: This scar, shaped like an elongated "N" to resemble a bolt of lightning, represents mobility, agility, and alertness. Those bearing these scars have usually won contests organized by their tribe during their youths or young adult lives.

Rectangle: In tribal societies, the rectangle represents the family or the family's dwelling (most often a longhouse shaped in a rectangular form). Having a rectangle carved upon the torso or back signifies that the bearer attends to the needs of a child or a dependent adult. Whether he hunts, raids, or forages, someone's survival depends on him. Most parents bear this mark.

Star: A shameful mark carved upon the forehead or cheek, the bearer of this scar committed a great crime against his people. Normally, this means he murdered a fellow tribesman or sided with an opposing tribe during a time of crisis. More than one star represents additional crimes committed. Receiving this scar frequently leads to banishment.

Straight Line: Each 2-inch long vertical line represents a foe single-handedly defeated by the character in melee combat. Carved upon the arms first (and then upon the torso and back, if needed), wider scars typically mean a greater opponent, such as a renowned warrior or chieftain, while thinner ones signifies more typical foes. Two major variations of this type of scar exist. The first, a straight line with a circle in the middle, represents a magic-wielding opponent defeated by the character. The second, a straight line with an "X" in its center, means a foe defeated from horseback.

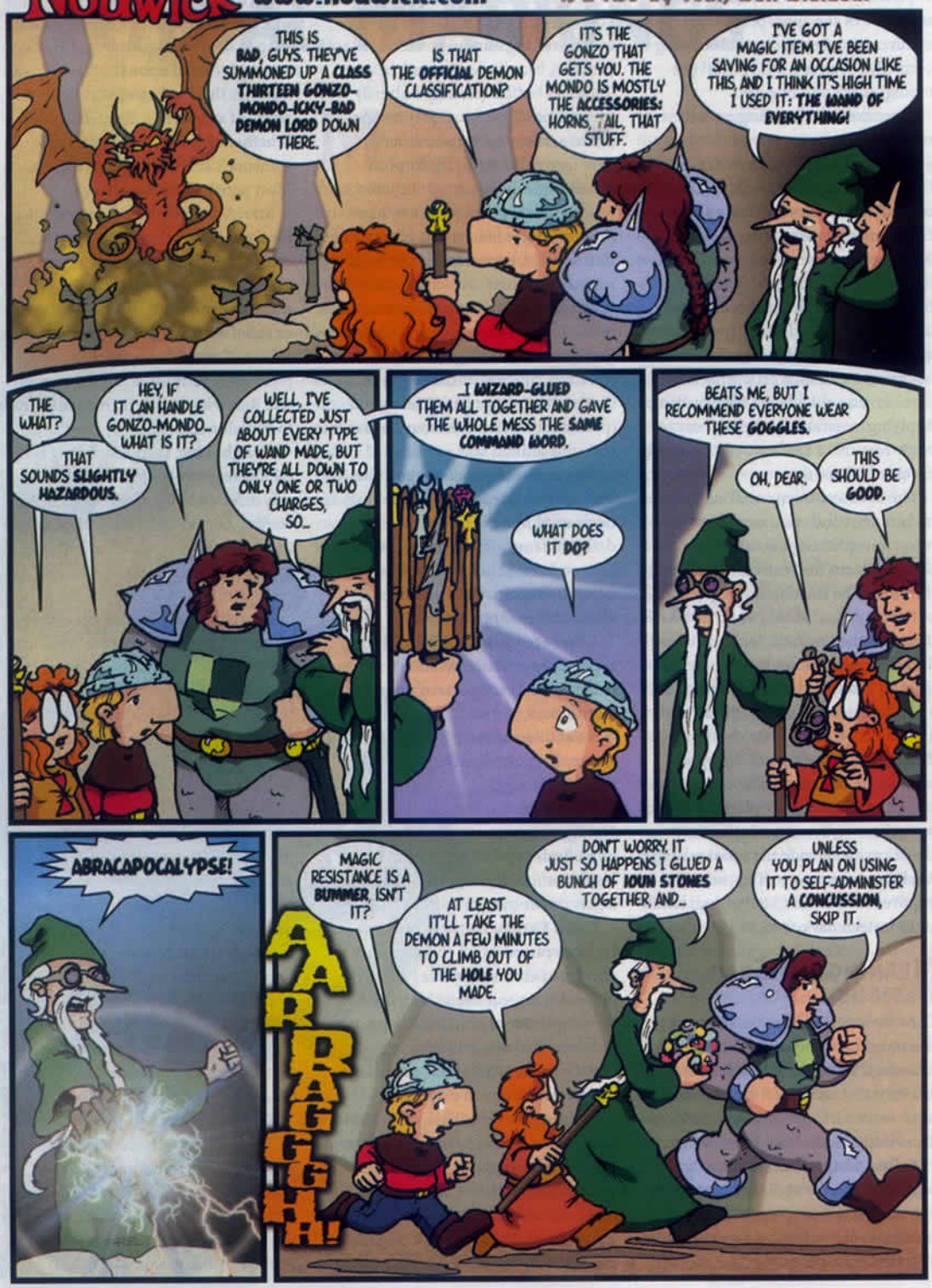
Triangle: Traditionally, the points of a triangle symbolize the chieftain (at the top) and his most trusted advisors (at the bottom)—usually a wise warrior and a cunning shaman. Carved above the heart to represent the character's love and loyalty to his people, this symbol signifies a place of extreme importance within the tribe. Chieftains also bear a simple rectangular mark below the triangle to represent that he cares for his extended family (i.e., all the people of his tribe).

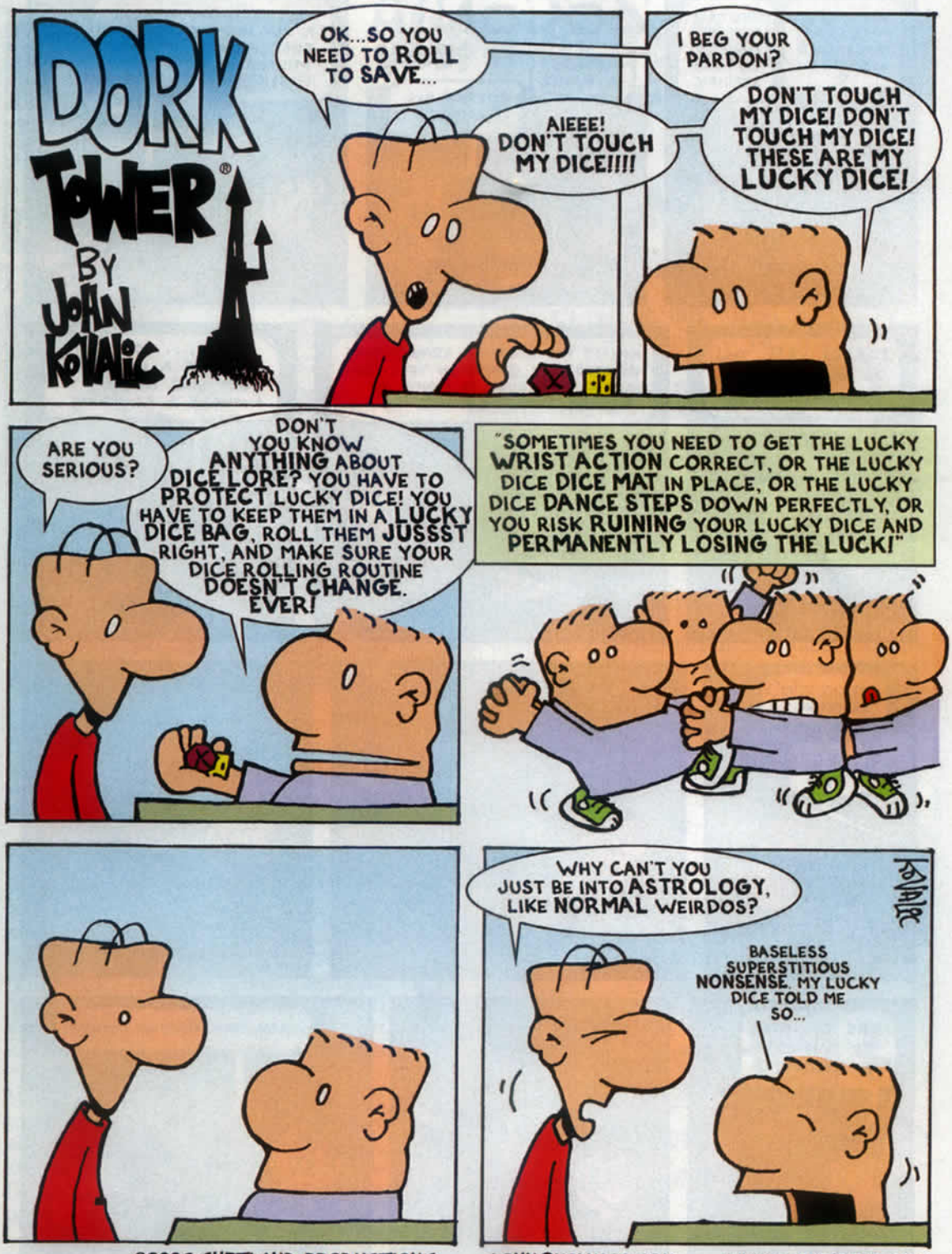
X: A scar shaped in the form of an "X" represents a character's skill with a horse or another type of mount. Bearers of this mark—which is usually carved upon their ankles or thighs—are revered for their great horsemanship.

Nodwick

by Aaron Williams
www.nodwick.com

Sometimes, the best magic wand is a two-by-four, well wielded.


THIS IS BAD, GUYS. THEY'VE SUMMONED UP A CLASS THIRTEEN GONZO-MONDO-ICKY-BAD DEMON LORD DOWN THERE.
IS THAT THE OFFICIAL DEMON CLASSIFICATION?
IT'S THE GONZO THAT GETS YOU. THE MONDO IS MOSTLY THE ACCESSORIES: HORNS, TAIL, THAT STUFF.
I'VE GOT A MAGIC ITEM I'VE BEEN SAVING FOR AN OCCASION LIKE THIS, AND I THINK IT'S HIGH TIME I USED IT: THE WAND OF EVERYTHING!
THE WHAT?
HEY, IF IT CAN HANDLE GONZO-MONDO... WHAT IS IT?
THAT SOUNDS SLIGHTLY HAZARDOUS.
WELL, I'VE COLLECTED JUST ABOUT EVERY TYPE OF WAND MADE, BUT THEY'RE ALL DOWN TO ONLY ONE OR TWO CHARGES, SO...
...I WIZARD-GLUED THEM ALL TOGETHER AND GAVE THE WHOLE MESS THE SAME COMMAND WORD.
WHAT DOES IT DO?
BEATS ME, BUT I RECOMMEND EVERYONE WEAR THESE GOGGLES.
OH, DEAR.
THIS SHOULD BE GOOD.
ABRACAPOCALYPSE!
MAGIC RESISTANCE IS A BUMMER, ISN'T IT?
AT LEAST IT'LL TAKE THE DEMON A FEW MINUTES TO CLIMB OUT OF THE HOLE YOU MADE.
DON'T WORRY. IT JUST SO HAPPENS I GLUED A BUNCH OF IOUN STONES TOGETHER, AND...
UNLESS YOU PLAN ON USING IT TO SELF-ADMINISTER A CONCUSSION, SKIP IT.
AARRAGGGHH!


DORK TOWER®
BY JOHN KOVALIC
OK...SO YOU NEED TO ROLL TO SAVE...
AIEEE! DON'T TOUCH MY DICE!!!!
I BEG YOUR PARDON?
DON'T TOUCH MY DICE! DON'T TOUCH MY DICE! THESE ARE MY LUCKY DICE!
ARE YOU SERIOUS?
DON'T YOU KNOW ANYTHING ABOUT DICE LORE? YOU HAVE TO PROTECT LUCKY DICE! YOU HAVE TO KEEP THEM IN A LUCKY DICE BAG, ROLL THEM JUSSST RIGHT, AND MAKE SURE YOUR DICE ROLLING ROUTINE DOESN'T CHANGE. EVER!
"SOMETIMES YOU NEED TO GET THE LUCKY WRIST ACTION CORRECT, OR THE LUCKY DICE DICE MAT IN PLACE, OR THE LUCKY DICE DANCE STEPS DOWN PERFECTLY, OR YOU RISK RUINING YOUR LUCKY DICE AND PERMANENTLY LOSING THE LUCK!"
WHY CAN'T YOU JUST BE INTO ASTROLOGY, LIKE NORMAL WEIRDOS?
BASELESS SUPERSTITIOUS NONSENSE. MY LUCKY DICE TOLD ME SO...
KOVALIC

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ZOGONIA
BY TONY
REMEMBER THAT GNOME YOU KILLED LAST WEEK ?
YOU'RE GONNA HAVE TO BE MORE SPECIFIC.
HE WAS A BARD.
THEY'RE ALL BARDS.
..... I THINK HE KEPT A PET HAMSTER IN HIS COAT POCKET NAMED MISTER WHISKERS.
THEY ALL DO THAT.
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FORGET IT!! YOU DO NOT DESERVE A WARNING!!
AREN'T YOU WORRIED ABOUT WHAT DOMATO WAS GOING TO TELL YOU? MAYBE SOMEBODY IS GOING TO AVENGE THOSE GNOMES ?
PFFF .... NOBODY AVENGES A GNOME, JUST LIKE NOBODY AVENGES A SQUIRREL.
WELL, I'M LEAVING.
SEE YA.
ARE YOU HERE TO AVENGE A GNOME ?
NAH. WHAT'S THE POINT?

The Order of the Stick™

by Rich Burlew

Hey! Did anyone else hafta make a Will savin' throw jus' now?
What?
No.
What are you babbling about?
I think I jus' succeed'd on a Will save. Ye dinnae haf ta make one?
No.
Sorry.
Thar it be AGAIN! I just be havin' ta make another one!
Aye, I be sure! Are ye tellin' me ye dinnae be feelin' that?
Are you sure? I didn't notice.
Look, Durkon, whatever it is, I'm sure it's not a big deal. You seem to be making the saves well enough.
Yeah, relax, I'm sure it's OK.
Aye, yer prob'bly right. Thanks.
On the other hand, it's entirely plausible that we ALL had to make Will saving throws, and you, with your high Wisdom, cleric class, and dwarven bonuses, are the only one who succeeded.
Wait, what??
Since we're all now mind-slaves of some subterranean abberation, it would make sense that we would conspire to get you to lower your mental guard.
wink!
Gulp!
Durkon, don't listen to him. He's just screwing with you. There's no aberration, we're not mind-slaves.
Well, of course Roy would say that. Do you expect him to announce that his soul has been subverted by an unspeakable horror of the deep?
Well...ye be admittin' to it.
True. But that may just be because our new inhuman overlord wishes to drink deeply of your terror before he feasts on your raw pancreas!
AAAAAHHH!!!!
Good job, Belkar.
Yeah, I hope your amusement was worth the hours it's going to take to calm him down.
My sense of humor is only truly appreciated by our tentacled master.

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